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SECRET STAGES!



KIDS TO ADULTS

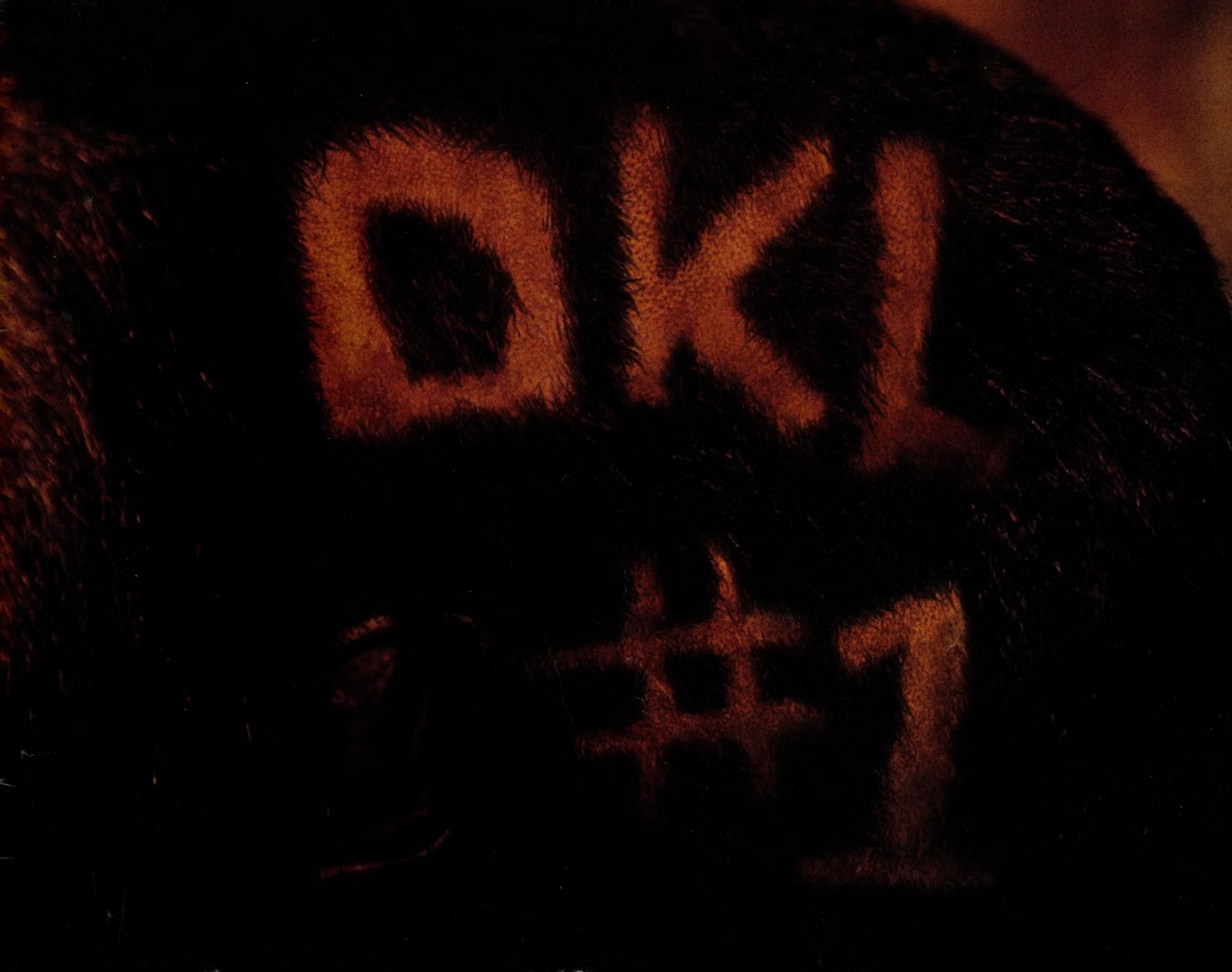
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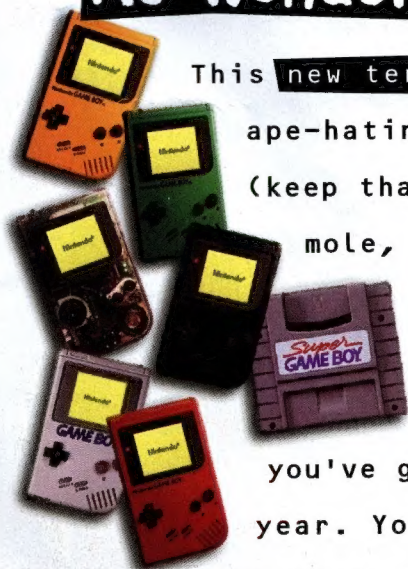
New Donkey Kong Land has and the best graphics ever seen on Game Boy.

First there was Donkey Kong Country®, it was like nothing anyone had seen before. Now all that excitement has been crammed into an awesome new game. **Donkey Kong Land™** is here, and it's only available for Game Boy® and Super Game Boy®. You'll recognize the **hairy** heroes for sure, but everything else is entirely new. There are four wild **new worlds**, each with its own sinister boss. There are savage **new levels** that take Donkey and Diddy from pirate ships to mean city streets.

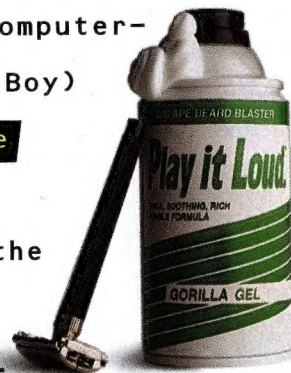




30 new levels, all new bad guys
No wonder it has such huge fans.



This new terrain is populated by the most bizarre crew of ape-hating slimebags ever. There are flocks of flying pigs (keep that umbrella up), psycho squids and a helmet-hurling mole, to name a few. Add to all this fully computer-rendered graphics, (a first on Game Boy) and a funky banana-yellow cartridge (it was in Kong's contract), and you've got the biggest, hairiest adventure of the year. You're gonna love it so much you might even scratch, grunt and throw food a little more than usual.



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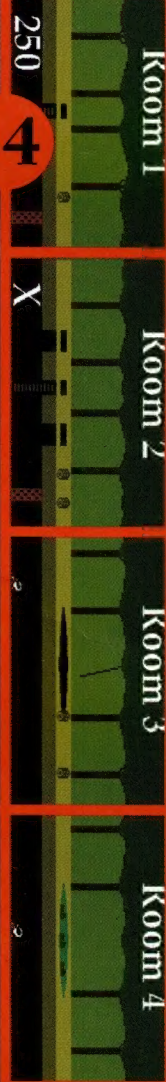


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Letter From the Editor

Hil I'd like to introduce myself. I'm Betty Hallock, the new Executive Editor of *TIPS & TRICKS*. You may or may not recognize my name from *VIDEOGAMES* magazine, a fine publication for which I will continue to review games. I am very pleased to have the opportunity to work for both magazines. I feel that working on both *VIDEOGAMES* and *TIPS & TRICKS* will enrich my knowledge of video games and provide me, as well as you readers, with a deeper perspective.

My position as Executive Editor may be something new, but the goal of *TIPS & TRICKS* Magazine remains the same: Its staff will stop at nothing to continue to divulge all the tips, tricks, cheats, codes, strategies, Easter eggs, combos, and hidden power-ups you could possibly want...and then some. *TIPS & TRICKS* is the best guide to all of the inside dirt on the best games. You should be sleeping with it under your pillow and hoping to absorb its contents via osmosis. Hey, it wouldn't hurt to try.

Now that we're upon the cusp of the next generation of video games, you'll want to stay on top of things. Rest assured that *TIPS & TRICKS* will provide the lowdown and the nitty-gritty for Saturn games, PlayStation games and yes, eventually, Ultra 64 games. My head is still reeling from the recent introduction of new systems like the Saturn and PlayStation. So many games! And that means more tips, right?

You'll find in this issue a strategy guide for *Virtua Fighter* for the Saturn. The strategy guide includes a lot of moves that the manual doesn't, and some of the maneuvers are tricky. So you're going to need our direction. And don't forget to check out the comprehensive moves list for *Mortal Kombat 3*. You'll definitely want to be taking this issue of *TIPS & TRICKS* to the arcade with you.

Thanks for your time. It was nice meeting you.

—Betty Hallock
Executive Editor

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NOTHING IN THE WORLD HAS PREPARED YOU FOR THIS.



MORTAL KOMBAT™

BEGINS AUGUST 18TH

NEW LINE CINEMA PRESENTS A LAWRENCE KASANOFF/THRESHOLD ENTERTAINMENT PRODUCTION A PAUL ANDERSON FILM "MORTAL KOMBAT" LINDEN ASHBY CARY-HIROYUKI TAGAWA
ROBIN SHOU BRIDGETTE WILSON TALISA SOTO AND CHRISTOPHER LAMBERT CASTING BY FERN CHAMPION, C.S.A. AUDIO SUPERVISOR SHARON BOYLE COORDINATOR ALEC GILLIS AND TOM WOODRUFF, JR.
EDITED BY GEORGE CLINTON PRODUCTION DESIGNER JONATHAN CARLSON COSTUME DESIGNER HA NGUYEN EDITOR MARTIN HUNTER DIRECTOR OF PHOTOGRAPHY JOHN R. LEONETTI EXECUTIVE PRODUCER DANNY SIMON LINE PRODUCER BOB ENGELMAN WRITTEN BY KEVIN DRONEY
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Preview "MORTAL KOMBAT" on the Internet at: <http://www.mortalkombat.com/kombatbegins>

TIPS FOR TURBOGRAFX FANS

I just picked up the latest issue of *TIPS & TRICKS* at the supermarket yesterday. I loved it. Your collection of tips is outstanding; I found it very helpful. I especially appreciate the section that includes tips for the TurboGrafx-16 and Duo. I hope you continue to publish tips for these systems. My friend just recently offered to sell me his TurboExpress. Do these same tips also work for the portable TurboExpress system?

—Matthew Ristagno
Dayton, Ohio

Since the Turbo Express is nothing more than a portable TurboGrafx, they're both 100% compatible. The same tips that work for the TurboGrafx should work for the Turbo Express. We all have TEs at the offices and love 'em. Keep in mind, Matthew, that the Turbo is no longer being supported in the U.S., but there are still great Japanese games like Street Fighter II Champion Edition which can be played on the Turbo Express with a converter.

MK3-HEADS CAN'T GET ENOUGH

Mortal Kombat 3 is awesome. If anybody doesn't think it's the most crushing fighting game experience ever, they must be insane or in Burma. Anyway, I've been hearing a lot of rumors about more "-alities," and all the rumors sound crazy. We already know about the animalities (which were

falsely rumored to be in MK2), so is it possible that these rumors are true? What's the story with the symbols and codes? And what do Boon and Tobias have up their sleeves? I know I can count on you guys!

—Lee Roy Chapman
Austin, TX

*Yes, you can absolutely count on us; we've compiled yet more moves for Mortal Kombat 3, including animalities, friendship moves and "vs. screen" codes. You'll find them in this issue, in fact. You're already familiar with the row of six boxes that appears at the bottom of the screen in two-player mode; Player 1 changes the first three boxes with the **LOW PUNCH, BLOCK and LOW KICK** buttons, Player 2 controls the last three with the same buttons. There are 10 symbols in all and one million possible combinations of symbols. Various combinations will result in handicapped players, disabled throws or blocks, or fights in complete darkness. The codes have appeared in the MK3 TV commercials and print ads. The Mortal Kombat movie and animated video will also include codes, as well as the Mortal Kombat live stage show. What*



else do game designers Boon and Tobias have in store? Well, Boon hinted that the ROM upgrade kit that arcade operators will receive once the MK3 home conversions are available will possibly add three new characters to the 17 already in the game. Sounds tasty!

Got a cool cheat, code or combo that hasn't been printed anywhere else? Send your best tips and tricks to:

VIDEOGAMES/TIPS & TRICKS
9171 Wilshire Blvd.
Suite 300
Beverly Hills, CA 90210

Our experts will test your tips and select the best—if you're the first to tell us about a valuable cheat, we'll print it and send you a cool new controller for your Super NES or Genesis, courtesy of STD Entertainment (USA), Inc.!

KILLER INSTINCT KICKS BUTT

My friend says that Mortal Kombat 1, 2 and 3 are better than Killer Instinct. I like Killer Instinct better. Which is better? And how do you make Orchid turn into a panther in Killer Instinct?

—Justin Lunsford
Spartanburg, SC

Personal preference is personal preference. If you like Killer Instinct better than Mortal Kombat, then that's your prerogative. We're sure there are plenty of people who agree with you. And this is how you turn Orchid into a panther. It's basically a Sonic Boom. Walk backwards for two seconds, then forward and press any punch button. From there you can go into a combo.

BIRTHDAY GIRL WANTS PRESENT

I don't have any cheat codes, but I just wanted to write to you. My birthday was April 1.

I'm 12. My name is Erica Wynn. I would like to have a present from you. I just want to know who you people are. What are your names? I think *Mortal Kombat* is a fun game. But is there ever going to be a *Mortal Kombat 3* or maybe even *Mortal Kombat 4* with more players? Is there ever going to be a movie called *Mortal Kombat*? How is it in Beverly Hills? Do you know the people who play in *90210*? If you do, could you tell them I said "hi"?

You guys are lucky because you are living in Beverly Hills. Could you write back as soon as you can? And could you send me a present too? Like maybe a couple of old *MKII* books. I already have *Mortal Kombat 1* and *2*, and I already have posters. My sisters think you'll never write me back. But I would like to show them that they're wrong. Thanks. Bye.

—Erica Wynn
Fort Ritchie, MD

Hey, we hope you had a nice birthday. You wanted to know who we are; well, you'll find all of our names listed in what's known as the masthead on

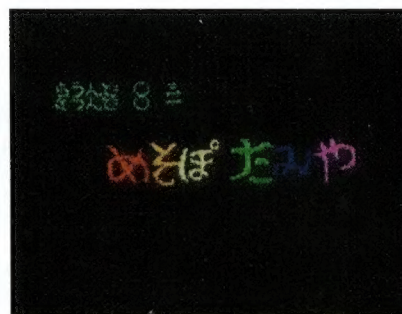
page 6. At this point, you've probably already played Mortal Kombat 3 in the arcades. You're lucky. We've worked on yet more moves for MK3, which are included in this very issue. The Mortal Kombat movie is set to be released at the beginning of August. Betty and Gabe visited the set of the Mortal Kombat movie several



months ago and are looking forward to seeing the finished product. Mortal Kombat 4? It's too soon to tell, but you gotta believe it's a sure thing. And as for Beverly Hills, it is a pretty nice place in which to work, but it's hard to find a good burrito in this neighborhood. We don't know the cast from Beverly Hills 90210, but Betty once saw Shannen Doherty driving a black Mercedes down Sunset Boulevard. We'll see what we can do about a birthday present. Whew...so, does that answer all of your questions?

CRAZY TIP

What is the craziest, wackiest tip you've ever found and



what game is it for?

—Karl Morrow
San Antonio, TX

Karl, that's a very good question and a tough one. There may not be a definitive answer to your question. With different people come different opinions. Somer Assault for the Turbo Grafx-16 has some truly screwy codes. It goes like this: There is a secret sound test, and from there you can go into a red flashing screen in which you can adjust the shade of red and the speed of the flashing. (?) Wait, it gets better: If the correct code is entered at the flashing screen, you can play a really nifty shooting game. Virgin Interactive is also infamous for including codes aplenty in their games (like the upside-down code in The Jungle Book or the secret Virgin office stages in Demolition Man. Let's not forget the Pong mode in Mortal Kombat II, either!

HINT HOT LINES!

Are you still having trouble with your favorite game? Well, the staff of *TIPS & TRICKS* doesn't give out tips over the phone—but here is a list of people who do:

Nintendo of America Inc. (206) 885-PLAY

HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Redmond, Washington, apply.
TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

Sega of America Inc. (415) 591-PLAY

HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week
COST: Standard long-distance rates to Redwood City, California, apply.
TIPS: Sega's game counselors field questions about any Sega game for any Sega game system. Questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp. (900) 737-ATARI

HOURS: 24 hours a day, 7 days a week
COST: 95¢ per minute
TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

Turbo Technologies Inc. (310) 337-6916

HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Los Angeles, California, apply.
TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs' game for the TurboGrafx-16 or Duo.

Electronic Arts (900) 288-HINT

HOURS: 24 hours a day, seven days a week
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

U.S. Gold (Flashback Gameline) (900) 288-GAME

HOURS: 24 hours a day, 7 days a week
COST: 85¢ per minute
TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's *Flashback* for the Genesis and Super NES.

Data East (900) 4545-HELP

HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Tips and strategies for Data East's *Shadowrun* for the Super NES are the primary resource, but help is available for other Data East titles.



THERE IS NO KNOWLEDGE THAT IS NOT POWER

MORTAL KOMBAT III

THE LATEST UPDATE

YOU HAVE BEEN CHOSEN TO REPRESENT EARTH IN MORTAL KOMBAT. BE WARNED: ALTHOUGH YOUR SOULS ARE PROTECTED AGAINST SHAO KAHN'S EVIL, YOUR LIVES ARE NOT. I CANNOT INTERFERE ANY LONGER, AS YOUR EARTH IS NOW RULED BY THE OUTWORLD GODS. THESE ARE THE WORDS OF RAIDEN.

Here's the third installment of VIDEOGAMES' ongoing *Mortal Kombat 3* coverage. If you've been keeping track, you're aware that the most recent version of the game has significant changes from the 1.0 version we used for our last moves list; hopefully, you'll find that this issue's list is more up-to-date. We've also discovered Friendship and Babality moves in the game. To make these work as described, you must not use the **BLOCK** button during the round in which you expect to finish your opponent. Each character also has his or her own "Pit" fatality, as in *MK II*. Is there more to be discovered? Heck, yes! Tune in next issue for yet another update.



SHANG TSUNG

TSUNG IS SHAO KAHN'S LEAD SORCERER. HE ONCE FELL OUT OF FAVOR WITH HIS EMPEROR AFTER FAILING TO WIN THE EARTH REALM THROUGH TOURNAMENT BATTLE. BUT THE EVER-SCHEMING SHANG TSUNG IS INSTRUMENTAL IN KAHN'S CONQUEST OF EARTH. HE HAS NOW BEEN GRANTED MORE POWER THAN EVER.

Flaming Skull
Back, Back, HIGH PUNCH

Two Flaming Skulls
Back, Back, Forward, HIGH PUNCH



Three Flaming Skulls
Back, Back, Forward, Forward, HIGH PUNCH



Ground Eruptions
Forward, Back, Back, LOW KICK

Morph into Sindel
Back, Down, Back, LOW KICK

Morph into Jax
Forward, Forward, Down, LOW PUNCH

Morph into Kano
Forward, Back, Forward, BLOCK

Morph into Liu Kang
Rotate joystick 360° clockwise

Morph into Sonya
Hold Down, press RUN+LOW PUNCH+BLOCK

Morph into Stryker
Forward, Forward, Forward, HIGH KICK

Morph into Sub-Zero
Forward, Down, Forward, HIGH PUNCH

Morph into Cyrax
BLOCK, BLOCK, BLOCK

Morph into Sektor
Down, Forward, Back, RUN

Morph into Nightwolf
Up, Up, Up

Morph into Sheeva
Forward, Down, Forward, LOW KICK

Morph into Kabal
LOW PUNCH, BLOCK, HIGH KICK

Fatality



Hold LOW PUNCH, press Down, Forward, Forward, Down and release LOW PUNCH

Stage Fatality
FORWARD, FORWARD, FORWARD, HIGH PUNCH

Babality
RUN, RUN, RUN, Up

Friendship
LOW KICK, RUN, RUN, Down

SINDEL



SHE ONCE RULED THE OUTWORLD AT SHAO KAHN'S SIDE AS HIS QUEEN. NOW, 10,000 YEARS AFTER HER UNTIMELY DEATH, SHE IS REBORN ON EARTH. HER EVIL INTENT IS EVERY MATCH FOR SHAO KAHN'S TYRANNY. SHE IS THE KEY TO HIS OCCUPATION OF EARTH.



Energy Ball
Forward, Forward, LOW PUNCH



Paralysis Shriek
Forward, Forward, Forward, HIGH PUNCH
(Will backfire if performed on an opponent who is already paralyzed)

Flight
Back, Back, Forward, HIGH KICK
(Press BLOCK to land)

Air Energy Ball
(Only while flying)
Back, Down, Forward, LOW KICK

Fatality
RUN, RUN, BLOCK, RUN, BLOCK

Fatality 2
RUN, RUN, BLOCK, BLOCK, RUN+BLOCK

Stage Fatality
Down, Down, Down, Down, LOW PUNCH

Babality
RUN, RUN, RUN, Up

Friendship
RUN, RUN, RUN, RUN, RUN, Up



JAX

AFTER FAILING TO CONVINCE HIS SUPERIORS OF THE COMING OUTWORLD MENACE, JAX BEGINS TO COVERTLY PREPARE FOR FUTURE BATTLE WITH KAHN'S MINIONS. HE OUTFITS BOTH ARMS WITH INDESTRUCTIBLE BIONIC IMPLANTS. THIS IS A WAR JAX IS PREPARED TO WIN.



Earthquake

Hold **LOW KICK** for three seconds, then release

Gotcha Grab

Forward, Forward, LOW PUNCH

Multi-Slam

Press **HIGH PUNCH** repeatedly while throwing your opponent

Back Breaker

Press **BLOCK** while close to opponent in mid-air

Arm Cannon

Back, Forward, HIGH PUNCH

Double Arm Cannon

Forward, Forward, Back, Back, HIGH PUNCH

Arm Cannon

Back, Forward, HIGH PUNCH

Fatality



RUN, BLOCK, RUN, RUN, LOW KICK

Babality

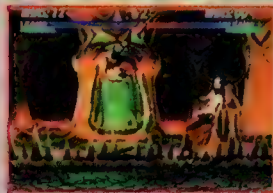
Down, Down, Down, LOW KICK

Friendship

LOW KICK, LOW KICK, RUN, RUN, LOW KICK

KANO

KANO IS THOUGHT TO HAVE BEEN KILLED IN THE FIRST TOURNAMENT. INSTEAD, HE'S FOUND ALIVE IN THE OUTWORLD WHERE HE ONCE AGAIN ESCAPES CAPTURE BY SONVA. BEFORE THE ACTUAL OUTWORLD INVASION, KANO CONVINCES SHAO KAHN TO SPARE HIS SOUL. KAHN NEEDS SOMEONE TO TEACH HIS WARRIORS HOW TO USE EARTH'S WEAPONS. KANO IS THE MAN TO DO IT.



Cannonball Roll

Charge **LOW KICK** for three seconds, release



Knife Throw

Down, Back, HIGH PUNCH



Knife Uppercut

Down, Forward, HIGH PUNCH

Headbutt

(Only during a combo)
Down+LOW PUNCH

Fatality



Hold **LOW PUNCH**, press **Forward, Down, Down, Forward**, release **LOW PUNCH**

Friendship

LOW KICK, RUN, RUN, DOWN, HIGH KICK

LIU KANG

AFTER THE OUTWORLD INVASION, LIU KANG FINDS HIMSELF THE PRIME TARGET OF KAHN'S EXTERMINATION SQUADS. HE IS THE SHAOLIN CHAMPION AND HAS THWARTED KAHN'S SCHEMES IN THE PAST. OF ALL THE HUMANS, KANO POSES THE GREATEST THREAT TO SHAO KAHN'S RULE.



Fireball

Forward, Forward, HIGH PUNCH

Low Fireball

Forward, Forward, LOW PUNCH

Flying Kick

Forward, Forward, HIGH KICK

Bicycle Kick

Hold **LOW KICK** for three seconds, then release

Fatality



Forward, Forward, Down, Down, LOW KICK

Fatality 2



Up, Down, Up, Up, RUN+BLOCK

Babality

Down, Down, Down, HIGH KICK

Friendship

Down, Down, Down, RUN

Animality

(only after showing Mercy)
Down, Down, Down, Up

SONYA



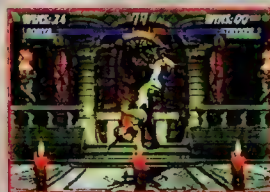
SONYA DISAPPEARED AFTER THE FIRST TOURNAMENT BUT WAS LATER RESCUED FROM THE OUTWORLD BY JAX. AFTER RETURNING TO EARTH SHE AND JAX TRY TO WARN THE U.S. GOVERNMENT OF THE LOOMING OUTWORLD MENACE. LACKING PROOF, THEY WATCH HELPLESSLY AS SHAO KAHN BEGINS HIS INVASION.



Energy Rings
Down, Forward, LOW PUNCH

Leg Grab
Hold Down, press LOW PUNCH+BLOCK

Square Wave Flight
Forward, Back, HIGH PUNCH



Bicycle Uppercut Kick
Back, Back, Down, HIGH KICK

Stage Fatality



Forward, Forward, Down, HIGH PUNCH

Babality
Down, Down, Down, Forward, LOW KICK

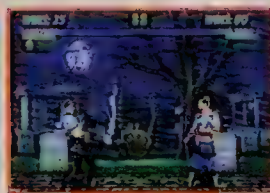
STRYKER



WHEN THE OUTWORLD PORTAL OPENS OVER A LARGE CITY IN NORTH AMERICA, PANIC AND CHAOS RAGE OUT OF CONTROL. KURTIS STRYKER WAS THE LEADER OF A RIOT CONTROL BRIGADE WHEN SHAO KAHN BEGAN TAKING SOULS. HE FINDS HIMSELF THE LONE SURVIVOR OF A CITY ONCE POPULATED BY MILLIONS.

Club Swipe
Forward, Back, LOW PUNCH

Sliding Club Throw
Forward, Forward, HIGH KICK



Grenade Toss
Down, Back, LOW PUNCH

High Grenade Toss
Down, Back, HIGH PUNCH

Fatality



Down, Forward, Down, Forward, BLOCK

Fatality 2
Forward, Forward, Forward, LOW KICK

Animality
RUN, RUN, RUN, BLOCK

SUB-ZERO



THE NINJA RETURNS UNMASKED. HE WAS BETRAYED BY HIS OWN NINJA CLAN, THE LIN KUEI. HE BROKE SACRED CODES OF HONOR BY LEAVING THE CLAN AND IS MARKED FOR DEATH. BUT UNLIKE THE NINJA OF OLD, HIS PURSUERS COME AS MACHINES. HE MUST NOT ONLY DEFEND AGAINST THE OUTWORLD MENACE, BUT MUST ALSO ELUDE HIS VIOLENT ASSASSINS.



Slide
Hold Back, press LOW PUNCH+BLOCK+LOW KICK



Freeze Ray
Down, Forward, LOW PUNCH

Air Freeze Ray
Down, Forward, HIGH PUNCH

Ice Clone
Forward, Down, Back, HIGH PUNCH

Fatality



BLOCK, BLOCK, RUN, BLOCK, RUN

Fatality 2
Forward, Back, Back, Down, Back RUN

Babality
Down, Back, Back, HIGH KICK

Friendship
LOW KICK, RUN, RUN, Up

3 CYRAX

CYRAX IS UNIT LX-00A, THE SECOND OF THREE PROTOTYPE CYBERNETIC NINJAS BUILT BY LIN KUEI. LIKE HIS COUNTERPARTS, HIS LAST PROGRAMMED COMMAND IS TO FIND AND TERMINATE THE ROGUE NINJA SUB-ZERO. WITHOUT A SOUL, CYRAX GOES UNDETECTED BY SHAO KAHN AND REMAINS A POSSIBLE THREAT AGAINST HIS OCCUPATION OF EARTH.



Green Net
Back, Back, LOW KICK



Bomb Drop
Hold LOW KICK, press Forward, Forward, HIGH KICK

Close Bomb Drop
Hold LOW KICK, press Back, Back, HIGH KICK

Teleport



Forward, Down, BLOCK

Fatality
Down, Down, Down, Up, Down, HIGH PUNCH

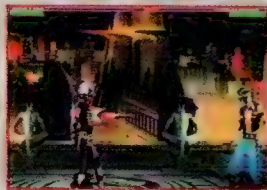
Stage Fatality
RUN, BLOCK, RUN

Friendship
RUN, RUN, RUN, Up

Animality
(Only after showing Mercy)
Up, Up, Down, Down, Down, HIGH PUNCH

SEKTOR

SEKTOR IS ACTUALLY THE CODE NAME FOR UNIT LX-979. HE WAS THE FIRST OF THREE PROTOTYPE CYBERNETIC NINJAS BUILT BY LIN KUEI. SEKTOR WAS ONCE A HUMAN ASSASSIN TRAINED BY THE LIN KUEI. HE VOLUNTEERED FOR AUTOMATION BECAUSE OF HIS LOYALTY TO THE CLAN. SEKTOR SURVIVES THE OUTWORLD INVASION—HE HAS NO SOUL TO TAKE.



Missile
Forward, Forward, LOW PUNCH



Heat-Seeking Missile
Forward, Down, Back, HIGH PUNCH



Teleport Uppercut
Forward, Forward, LOW KICK

Fatality
Forward, Forward, Forward, Back, BLOCK

Stage Fatality
Down, Down, Down, RUN

Friendship
RUN, RUN, Down, RUN

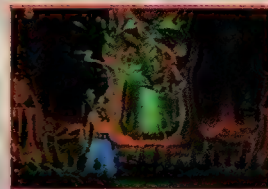
Animality
(Only after showing Mercy)
Forward, Forward, Down, Up

NIGHTWOLF

WORKS AS A HISTORIAN AND PRESERVER OF HIS PEOPLE'S CULTURE. WHEN KAHN'S PORTAL OPENS OVER NORTH AMERICA, NIGHTWOLF USES THE MAGIC OF HIS SHAMEN TO PROTECT HIS TRIBE'S SACRED LAND. THIS AREA BECOMES A VITAL THREAT TO KAHN'S OCCUPATION OF THE EARTH.



Bow-and-Arrow
Down, Back, LOW PUNCH



Tomahawk
Down, Forward, HIGH PUNCH



Green Dash
Forward, Forward, LOW KICK

Fatality
Back, Back, Back, Down, HIGH PUNCH

Stage Fatality
RUN, RUN, BLOCK

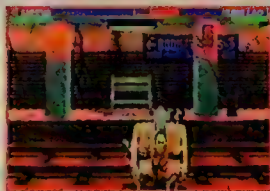
Friendship
RUN, RUN, RUN, Down

Animality
(Only after showing Mercy)
Forward, Forward, Down, Down

SHEEVA KUNG LAO KABAL



SHE WAS HAND-PICKED BY SHAO KAHN TO SERVE AS SINDEL'S PERSONAL PROTECTOR. SHE BECOMES SUSPICIOUS OF SHAO KAHN'S LOYALTY TOWARD HER RACE OF SHOKAN WHEN HE PLACES MOTARO AS THE LEADER OF HIS EXTERMINATION SQUADS. ON THE OUTWORLD, MOTARO'S RACE OF CENTURIANS ARE THE NATURAL ENEMY OF SHOKAN.



Teleport Stomp
Down, Up

Fireball
Down, Forward, HIGH PUNCH

Ground Stomp
Back, Down, Back, HIGH KICK

Fatality



Forward, Down, Down, Forward,
LOW PUNCH

Skin Peel Fatality



Hold HIGH KICK, press Forward,
Back, Forward, Forward, then release
HIGH KICK

Babality
Down, Down, Down,
Back, HIGH KICK

Animality
(Only after showing Mercy)
RUN, BLOCK, BLOCK,
BLOCK, BLOCK



AFTER AVENGING THE DEATH OF HIS GREAT ANCESTOR BY EMERGING SUPREME CHAMPION AGAINST ALL OUTWORLD OPPONENTS, KUNG LAO RETURNS TO EARTH TO TRAIN A NEW GENERATION OF SHAOLIN. ALONGSIDE LIU KANG, BUT LAO'S GREATEST CHALLENGES LIE AHEAD, FIGHTING FOR THOSE WHO CANNOT DEFEND THEMSELVES AGAINST SHAO KAHN'S TREACHERY.



Teleport
Down, Up

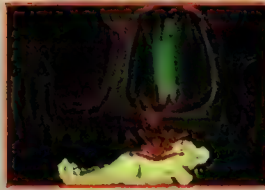
Air Kick
Press DOWN+HIGH KICK in mid-air

Whirlwind Spin
Forward, Down, Forward, RUN

Hat Throw
Back, Forward, LOW PUNCH

Fatality
RUN+BLOCK, RUN+BLOCK, Down

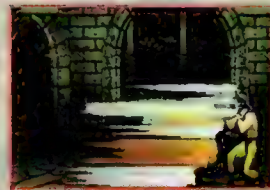
Animality
(Only after showing Mercy)



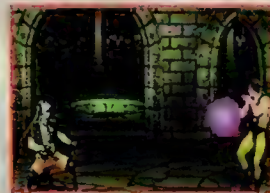
RUN, RUN, RUN, RUN, BLOCK



AS A CHOSEN WARRIOR, HIS IDENTITY IS A MYSTERY TO ALL. IT'S BELIEVED THAT HE IS A SURVIVOR OF AN ATTACK BY SHAO KAHN'S EXTERMINATION SQUADS. AS A RESULT, HE IS VICIOUSLY SCARRED AND KEPT ALIVE ONLY BY ARTIFICIAL RESPIRATORY AND A RAGE FOR ENDING SHAO KAHN'S CONQUEST.



Tornado Dash
Back, Forward, LOW KICK



Purple Fireball
Back, Back, HIGH PUNCH
(Also works in mid-air)

Blades from Behind
Back, Back, Back, RUN

Fatality
Down, Down, Back, Forward, BLOCK

Fatality 2
RUN, BLOCK, BLOCK, BLOCK,
HIGH KICK

Stage Fatality
BLOCK, BLOCK, HIGH KICK

Babality
RUN, RUN, LOW KICK

Animality
(Only after showing Mercy)
Hold HIGH PUNCH, press Forward,
Forward, Down, Forward and
release HIGH PUNCH



Have Mercy

Midway has changed the way the "Mercy" trick works in the latest version of *MK3*. Here's how it works: When you're in the **third round** of a match and the words "Finish Him" (or "Her") appear on the screen, hold the **RUN** button, press **Down, Down, Down, Down** and release **RUN**. This move works for all characters as long as you're not standing close to your opponent. Your enemy will be given a one-time burst of extra energy for a final chance at victory. Important note: You must show mercy to your opponent before attempting to perform your character's Animality!



Hold **RUN**, press **Down, Down, Down, Down** and release **RUN**.



Your opponent gets a tiny bit of energy back.



You must show Mercy before performing your character's Animality.

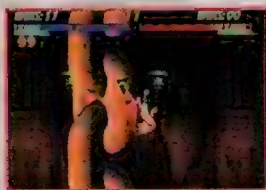


Stage Fatalities

Like the special Pit and Dead Pool fatalities in *Mortal Kombat II*, *MK3* has three stage-specific fatalities that can be performed by any character. These moves are listed as "Stage Fatalities" in the previous five pages. Try them in the Subway, the Bell Tower and the Pit III; these are among the most outrageous finishing moves in the game!



Stand close and do your fighter's Stage Fatality.



Your enemy will drop into the pit...



...where razor-sharp spinning blades await!



Try the same move in the Bell Tower.



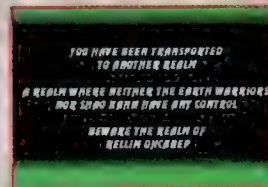
Your opponent crashes through the tower's wooden floors...



...to be impaled on a bed of spikes in the basement!

The Hidden Game

If you're lucky enough to be on the machine when it reaches Battle 100 in the two-player mode, you'll be treated to a surprise: a hidden game that can be played before the first round of the next match! We don't want to ruin the surprise by showing you what the game looks like, but we'll tell you this: It ain't Pong.



Play until the two-player battle counter reaches 100.



After this message, you'll be sent to a hidden game!

Subway



The move sends your enemy through the Subway ceiling...



...only to crash through to the tracks...



...right into the path of a speeding subway train!

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The Secret Codes

At the bottom of the "Vs." screen before a two-player bout, you'll see six boxes, each containing a dragon icon. Player 1 can change the symbols in the first three boxes by pressing **LOW PUNCH**, **BLOCK** and **LOW KICK**; Player 2 can do the same for the other three symbols. The six symbols represent codes which can affect game play.

Each button causes the symbol in the corresponding box to change to the next icon in a predetermined order. For example, pressing the Player 1 **LOW PUNCH** button once will change the dragon icon in the first box into a "MK" symbol; pressing it a second time will change it to the third icon in the sequence (a number 3) and so on. Pressing a button more than nine times will cause the order to start over; in addition, if a player holds the joystick Up, the buttons will advance through the symbols in reverse order (Skull, Shao Kahn, Raiden, etc.) The chart at the right shows the order in which the symbols appear:

0			Dragon
1			MK
2			3
3			Yin/Yang
4			Question Mark
5			Lightning Bolt
6			Goro
7			Raiden
8			Shao Kahn
9			Skull



Fans of Midway's pinball games will also be interested in the company's new *Theatre of Magic* and *No Fear* pinball machines—especially when they hear the news that secret codes for *Mortal Kombat 3* will appear on the dot-matrix video screens of both pinball machines! To access this feature on *Theatre of Magic*, simply hold the Right Flipper button while pressing the **START** button at the beginning of a game; you'll see the words "MORTAL KOMBAT 3 HINTS ENABLED" appear on the dot-matrix screen. Now, as you're playing the game, doing certain things at certain times will cause six symbols to appear on the screen. Write these codes down and try 'em out on the nearest *MK3* machine! Some of the codes listed below will give you hints on how to get more stuff out of the pinball machines, and the pinball games have their own secret cheats; try holding the Left Flipper button when you start *Theatre of Magic*...



Here are some cool codes—test 'em out and write down the results!

Code: 100-100
Result: _____

Code: 707-000
Result: _____

Code: 987-666
Result: _____

Code: 987-123
Result: _____

Code: 020-020
Result: _____

Code: 000-707
Result: _____

Code: 466-466
Result: _____

Code: 205-205
Result: _____

Code: 033-000
Result: _____

Code: 123-926
Result: _____

Code: 460-460
Result: _____

Code: 769-342
Result: _____

Code: 000-033
Result: _____

Code: 282-282
Result: _____

Code: 688-422
Result: _____

Code: 033-564
Result: _____

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FOR SEGA
32X!

THE MOST POPULAR BASEBALL GAME RETURNS FOR ANOTHER SEASON.

Step up to the plate and drive one into the cheap seats! Crisp color graphics and realistic gameplay make RBI Baseball '95 the latest, greatest installment in the best-selling RBI Baseball video game series. Improved artificial intelligence enhances computer opponent strategies like base stealing, bunting and runner pick-off attempts. Experience an incredible view of those fastballs, curveballs, and sliders with the large, realistic batter/catcher playing view. State-of-the-art digital video, displayed in 256 colors, provides a fantastic look and feel at the plate. Jumping and diving catches...stolen bases...powerful home runs...you'll find it all and more in RBI Baseball '95.

A Whole Season of RBI!

Just fill out the form below and return to: A Whole Season of RBI Sweepstakes, P.O. Box 8095, Grand Rapids, MN, 55745-8095 and you could be a winner of one of the following prizes:

- (1) GRAND PRIZE: An autographed baseball and bat from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES, and your favorite professional baseball team's "uniform".
- (8) FIRST PRIZES: An autographed baseball from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES.
- (25) SECOND PRIZES: RBI Baseball '95 hat and watch.
- (100) THIRD PRIZES: RBI Baseball '95 hat.

NAME _____

ADDRESS _____

CITY _____

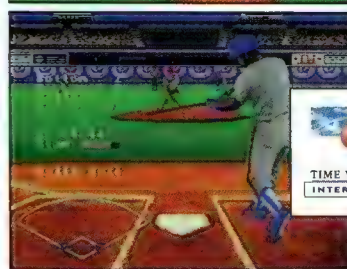
STATE _____

ZIP _____

AGE _____

PHONE _____

To enter, complete an official entry form on a clean 3x5" piece, hand print your name, address and zip code. Mail your entry to: A WHOLE SEASON OF RBI SWEEPSTAKES, P.O. Box 8095, Grand Rapids, Minnesota 55745-8095. Entries as often as you wish, but each entry must be mailed separately and be received by 03/31/95. Mechanically reproduced entries will not be accepted. No responsibility is assumed for late, lost, illegible, incomplete, postage due or misdirected entries. Prizes and approximate retail values are: Grand Prize (1): An autographed baseball and bat from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES, and your favorite professional baseball team's "uniform." Retail Value: \$27.50. First Prize (8): An autographed baseball from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES, Retail Value: \$27.50. Second Prize (25): RBI Baseball '95 hat and watch. Retail Value: \$25.00 each set. Third Prize (100): RBI Baseball '95 hat. Retail Value: \$10.00 each. Total Prize Pool Value: \$2,125.00. Winners will be selected in a random drawing, on or about 03/25/95, from among all eligible entries received. Drawing will be conducted by Mark-Kane, Inc., and independent auditing organization whose decisions are final and binding on all matters relating to this sweepstakes. All prizes will be awarded and winners notified by mail. No substitutions or transfers of prizes are permitted except by sponsors due to availability, in which case a prize of equal or greater value will be awarded. Odds of winning depend upon the number of eligible entries received. Taxes on prizes, if any, are the responsibility of the individual winners. Winners agree to the use of their names and/or likenesses for publicity purposes without further compensation, except where prohibited by law. Winners may be required to complete an affidavit of eligibility and release within 14 days of notification. Failure to return the affidavit in the time stated will result in disqualification of the entry and all awards won will be awarded. Sponsors and their agencies assume no responsibility or liability for damages, losses or injuries resulting from participation in this sweepstakes or acceptance or use of any prize. Eligibility: Sweepstakes is open to U.S. residents except employees of Time Warner Interactive, its parent company, their affiliates, subsidiaries, advertising agencies, and Mark-Kane, Inc., and the immediate families of each. Sweepstakes is void wherever prohibited or restricted by law and is subject to a future date and rules and regulations. Winners list: First list of major prize winners, available after 04/15/95, sent a self-addressed, stamped envelope to A WHOLE SEASON OF RBI SWEEPSTAKES, P.O. Box 712, Sayreville, NJ 08857-0712. * Uniform includes team jacket, jersey and hat. ** Values based on MLBA median autograph prices plus equipment cost.





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**BONUS
ROUND PORTALS**

GEX™ STAGE 1: Cemetery

Disco Inferno

- Go to the third camera and the glowing remote. Walk right to find an area with flying gargoyles. Shoot the gargoyles with an ice power-up to freeze them and jump across the cubes to the right. There are two portals on the right side; the lower one leads to the bonus stage. If you die while trying to make it across, go to the left on your next life to get another ice power-up.



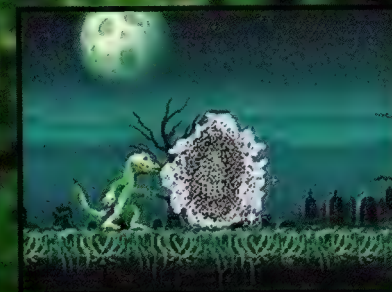
Frankie and Heli

- Play through the level until you reach the camera. Climb up the wall to the left. Look for a floating platform to the right. Jump onto the platform and keep going right until you reach the bonus portal on the final platform.



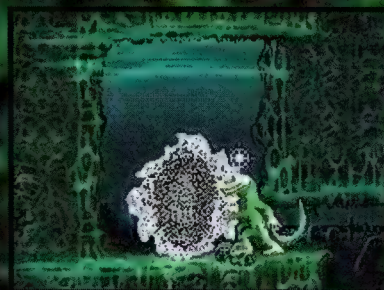
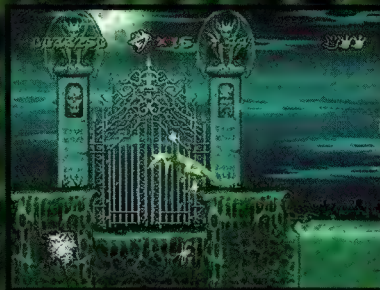
Grave Danger

- Look for a group of platforms, one of them with a Frankie on it, and two TVs to the right. Jump off the higher TV to reach the platform with the bonus portal.



Tomato Soup

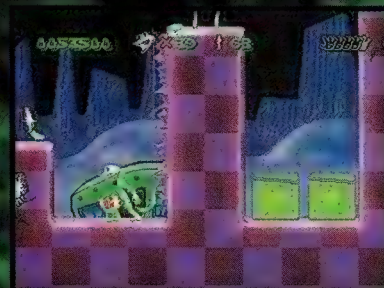
• Near the end of the level are two pillars that you use to jump across the green water. To the left of the pillars is a section of collapsing floor in front of the gate. Drop through this section into a pit. Tail-whip the tomato and climb up and left to the bonus portal.



GEX STAGE 2: New Toonland

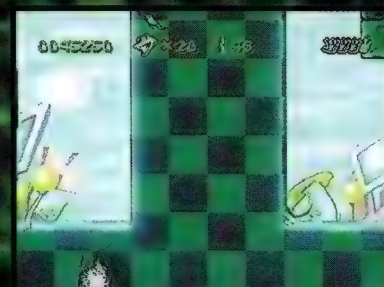
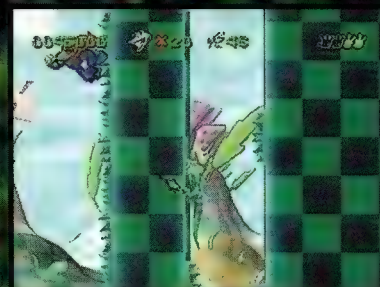
Knock! Knock!

• Play through the level until you reach an area in the night-time section with a series of small spikey platforms. Look for two punching boxes next to each other, and a power-up to the left. Go left of the power-up to find the bonus portal.



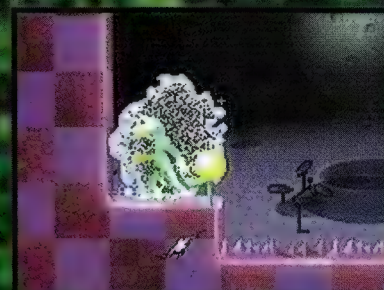
Pow!

• Play through the level until you reach a vertical tunnel with spikes on both sides. Climb to the top of the tunnel and break through the blocks above. Walk left into the wall and through a secret passage into the room with the bonus portal. (There's also a secret entrance on the left side of the room, through a spike wall.)



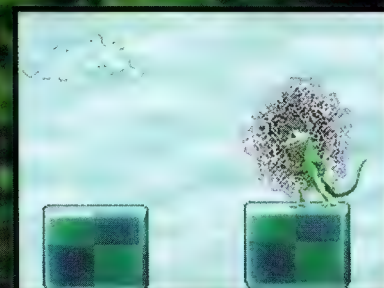
Rock It!

• Play through the level until you reach the first blue rocket. Drop straight down from where the rocket comes out of the wall to find the bonus portal.



Twin Towers

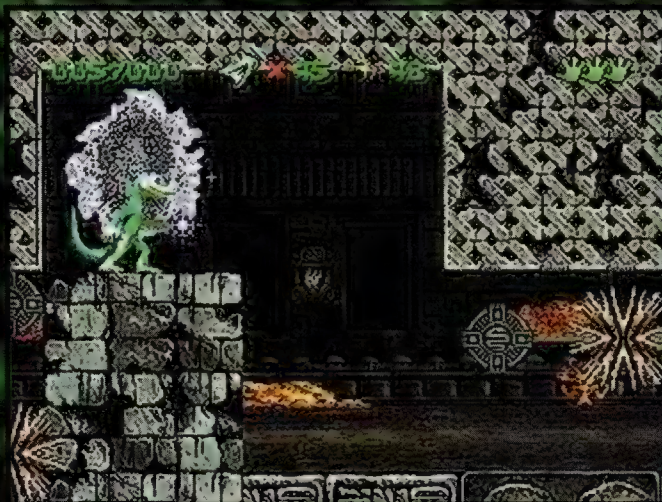
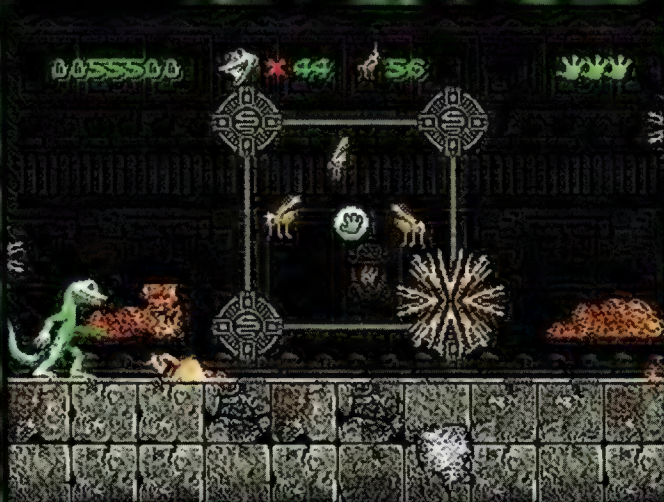
• Climb up the level until you reach the camera with the remote control directly above it. Climb up to the remote pedestal. You should see a green block on the left. Jump across to the block, then run and fall to the left—don't jump. Look for the arrow of Golden Bugs pointing down at the small ledge with the bonus portal.



GEX STAGE 3: Jungle Isle

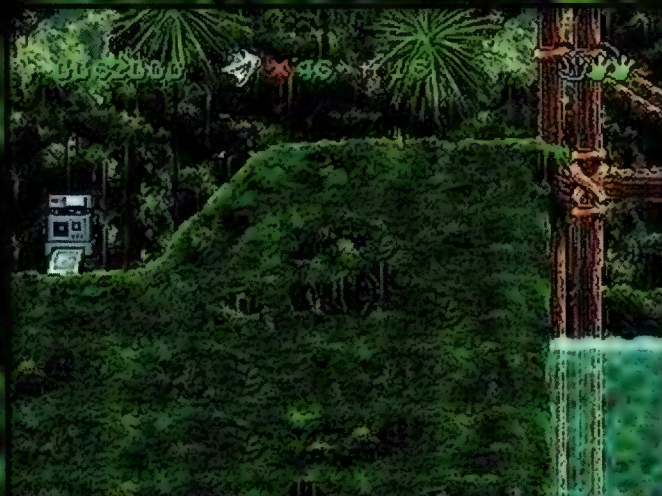
Congo Chaos

- To the right of the first camera, look for a square spikeball with a gecko paw power-up in the center. After this power-up are two blocks. Break the bottom block, jump onto the top block, and climb up to the bonus portal. (You can also climb along the top wall, break the top block, and jump from the bottom block into the portal.)
- Once you reach the end of the level, you can return to the left to find hidden items. You can return as far back as the long pit lined with spikes; if you try to cross the pit, the screen starts scrolling again.



Feeding Frenzy

- Walk past the first camera and drop through the collapsing section of the bridge. Swim left through the water and keep moving left into the wall. You can't see the bonus portal, but you can hear it.



GEXTM STAGE 4: Kung Fuville

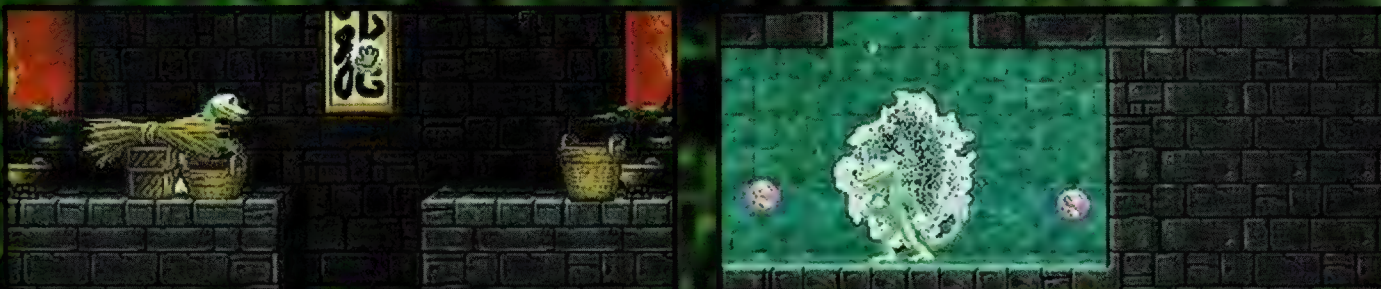
Chop Chop

• To the right of the second camera is a group of falling platforms that lead across to one of two warp portals; jump up the platforms fast enough and you reach the higher of the two. Above those two is a third portal, the bonus portal, but you can't get to it from the platforms. Instead, look for the flying eyeball above the first platform. Super-spring off the eyeball and stick to the ceiling. Climb along the ceiling to the portal.



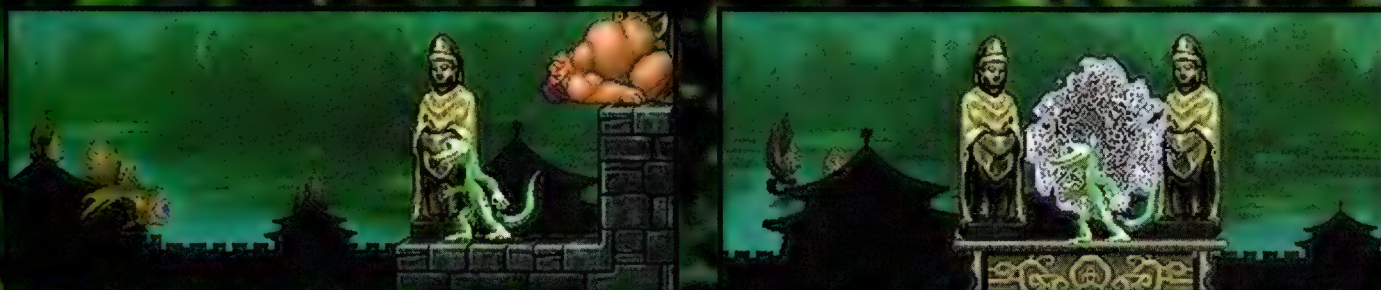
Fish Bait

• Play through the level until you're past the second camera and the maze of spitting heads. You reach an above-water area with a small lava pool in the center. Climb onto the back wall, move as close to the lava as possible, and drop into it. You fall through the lava and into a secret area with the bonus portal. Don't drop into the lava from too high, or you lose a life.



Sumo City

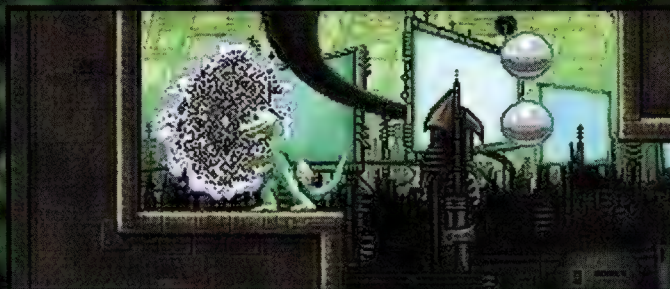
• Play through the level until you reach the third camera. Go to the right until you reach some steps with a sumo wrestler on the right and a flying eyeball on the left. Do a super-spring jump off the eyeball and bounce up and left to the platform with the bonus portal.



GEX STAGE 5: Rezopolis

On The Move

- Go to the second camera and go to the right until you have to climb upward. Crawl to the top and bounce left across the acid bubbles to the ledge with the bonus portal. You don't need to bounce on the bubbles if you jump far enough to the left.



BOSSSES

Stage 1: Spin-n-Puke

- Tail-whip the skulls to eliminate a few of them, then whack the boss in the head when the skulls fly away. Avoid the side of the screen or you'll be squashed. When you take a hit, tail-whip a paw power-up to restore your energy. When the boss gets ugly, avoid the green puke and keep whipping her head.

Stage 2: The Flatulator

- Stay in the middle of the screen and jump over the Flatulator as he lunges left and right. Jump when you hear the sound of his farts. After the fourth lunge, walk to the right and duck. When he soars into the air, climb to the top of the screen and tail-whip the anvils to drop them onto Fartman's head.

Stage 3: Jungle Gym

- The goal here is to make it to the top of the screen. Most of the jumps can be made with a regular button press, but a few of them need a running start. As long as you keep moving quickly, the monster won't catch up to you.

Stage 4: Toxic Turtle

- Climb to the top of the right wall. Tail-whip the turtle and drop to the ground. Run left, then right as the turtle comes down to the floor. Jump on the wall and avoid the turtle's bullets. Repeat the pattern until he's dead.

Stage 5: Rez' Lair

- Avoid Rez' attacks and wait for him to press the button on his remote control. Jump across the televisions to the bug shell on the opposite side of the screen. Tail-whip the shell and eat the bug inside. Shoot the bug at Rez to hurt him. Repeat the process until you kill Rez with five hits and win the game.



BONUS ROUNDS

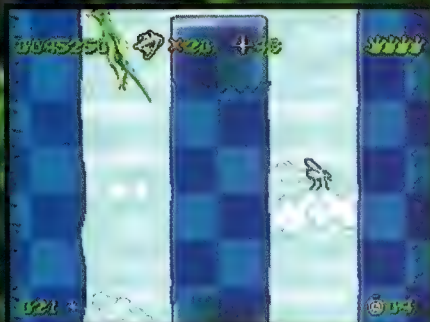
Stage 1

- Jump and hit the first skull before it reaches the top of the screen, so you have enough time to jump and hit the second. If you're really desperate, you can jump and tail-whip the Frankies, but don't hit the spikes or you instantly end the round.



Stage 2

- Keep going upward whenever possible, dropping downward only to grab a Bug. Memorize the pattern of Bugs, and figure out when you need to bounce from one side of the screen to the other to keep grabbing Bugs.



Stage 3

- You can catch most of the Bugs without using the tail whip. Memorize the drop pattern and keep trying until you get them all.



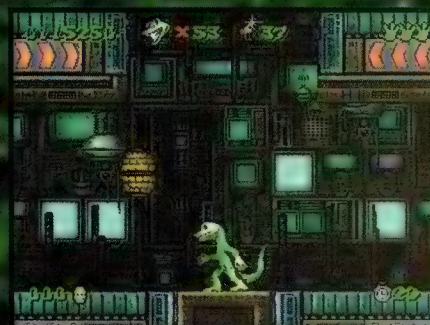
Stage 4

- Follow the Golden Bug arrows and keep running throughout the round. Doesn't get much easier.

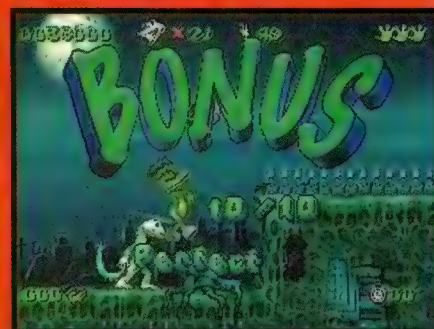


Stage 5

- Face to the right and duck. Tail-whip before the left barrel hits the ground to hit it and to the right at the same time. Keep whipping until you break all 30 barrels. You can jump and run to whip the barrels as they fall, but this takes excellent reflexes. Keep in mind that you don't need all 30 barrels to get the Planet X remote piece; 27 barrels is enough.



Planet X



- Planet X is a hidden stage with a whopping eight levels. To find it, enter a bonus round portal in each stage. Second, achieve a perfect score in each bonus round. You don't have to get a perfect score in the fifth bonus round, however; 27 out of 30 barrels is enough. When you beat all five bonus rounds with perfect scores, you earn all five pieces to the Planet X remote.

- If you get a remote piece and die before you finish the level, you still keep the piece. You have to collect all five pieces in one game, because Gex doesn't keep track of how many pieces you've found when it saves the game.

- Gex has not one, but two ending sequences. The first, semi-lame ending is shown when you beat the game without beating every level in Planet X. The second, extremely cool ending is shown when you defeat all the Planet X levels and then defeat Rez.

POPFUL MAIL

Sega CD

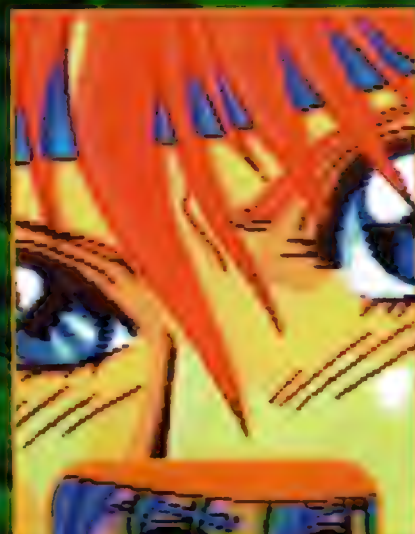
STRATEGY

by Tyrone Rodriguez



Though the amount of total playing time may pale in comparison to epics like LUNAR: THE SILVER STAR and VAY, POPFUL MAIL is a challenging and entertaining game. We've opted not to print maps of game areas—that takes the fun out of it—so this strategy guide will center around tasks which must be accomplished on specific levels. We'll also explain what the bosses' weaknesses are, and how to beat them.

Also, be aware that some areas in this guide are intentionally vague. We don't want you to be dependent on someone else's skill; search, fight and have fun!



WORTH MENTIONING



✦ You begin your quest as Popful Mail. As the plot progresses, Mail will be joined by Tatto (the apprentice to Muttonhead) and Gaw, a little blob. Mail is the fastest of the trio while Gaw is the most powerful. Though Tatto is, in my opinion, the lame duck of the bunch, he isn't totally without merit; some of his weapons are great for reaching enemies that can't be touched by his companions. Tatto is also stronger than Mail during the first half of the game.

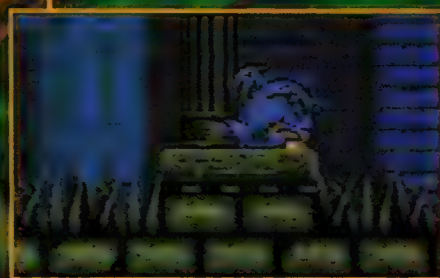
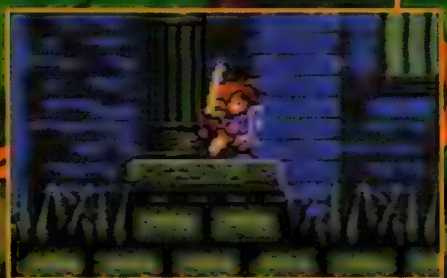
✦ What other characters say and do depends on which player-controlled character is in use when the other person is encountered.

✦ Mail is very useful for scouting out levels to see what lies ahead. Tatt can be used against some enemies and to conserve Mail's and Gaw's energy. Gaw is the best for bosses because his weapons are a few points more powerful than the others'. Gaw can also reach ledges and make jumps which couldn't be accomplished with the other characters.

✦ Bananas and Apples are the best fruits to buy. They don't cost an arm and a leg, yet they refill a sufficient amount of life.

✦ One of the best strategies is to save your progress often. Saving gives you many options. You should get into the habit of saving the game as soon as you are in a new screen. Once you have done this, you may search the level freely without worry of losing your game. This method is useful if you're trying to beat a certain time. You can basically memorize the level, then load the saved game and fly through the area.

✦ Blocking attacks can be very useful. It's easy to do as well: Simply press and hold **Down** on the D-pad. Blocking doesn't always stop attacks—some are far too powerful—but it's helpful against smaller fireballs and projectiles. As a general rule, blocks won't stop sharp objects such as swords, spears, sickles, etc.

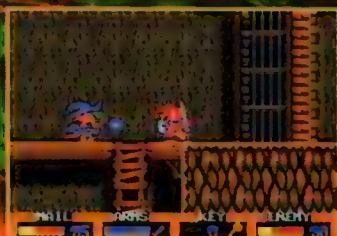
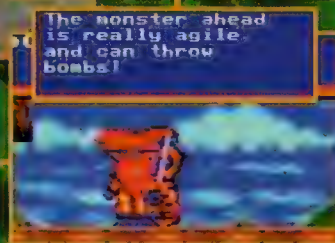


Slick

ELF WOODS

Mail begins her quest in Elf Woods. She unfortunately bumps into Slick for the first time here; he occasionally pops up to annoy the three heroes and make you laugh. At the village on the east end of the woods, Mail can purchase Leather Mail and a Wood Shield. I'd recommend doing so. While you're at it, load up on fruits. At the top of the mountains, Totto will ask Mail to defeat a Mad Bomber.

To defeat the Mad Bomber, you must position yourself on the farthest left platform. When he jumps on the platform right next to you, Mail can hit him up to three times. As soon as he jumps over you to the platform you're currently on, jump to the other platform. This pattern can score you a perfect battle.

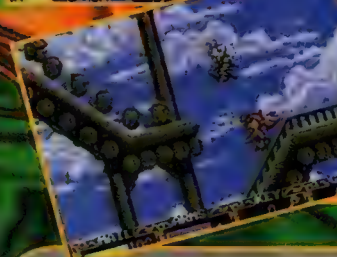


TREESUN

The map for Treesun is very linear, so you won't need help finding your way around—but you may have trouble trying to beat the magicians who are holding Namo captive.

To defeat them, use a pattern of ducking (to block) then counter-attacking the nearest magician. You can trap all four if you're quick about it. Once you've saved Namo, he will reward you with 500 gold pieces. You can use this money to buy a Dagger at the weapon shop (this will be useful against the level boss.) You should also buy the Leather Mail and Wood Shield if you haven't done so already. At the top of the tower, you will fight Thrustmaster.

Thrustmaster isn't overly difficult, he's just strong. You should have the dagger equipped. Maintain a steady rhythm of jumping and throwing daggers. By doing this, you can avoid about 50% of his bombs and seismic bursts. If you run out of daggers, hide in the far left crevice. Bombs rarely reach Mail there. Once the dagger power has regenerated you can finish him off.



GOLEM TOWER

STRATEGY

Golem Tower has but one enemy: the Wood Golem. This boss can be tricky if you don't have a battle plan. Mail must destroy Golem's body, then his head. His head will call a new body if you are too slow in destroying it. While Golem has a body, he cannot pass over the wood planks above the stairs; use this to your advantage. When Golem comes around with his power slide, throw as many daggers as possible. While throwing daggers always maintain a ducking position; this will keep Mail safe from Golem's rocket punch. If you run out of daggers, go to the left end of the play field and allow the dagger meter to regenerate. (Don't worry about Golem's power; the damage you inflicted will still be there.) Once Golem's first body is destroyed, go for the annoying, bouncing head. If you're good you can knock off about 50 HP from the head with your sword. When the head reaches the middle of the play-field it will bring forth a new body. Repeat the pattern mentioned to win.

WIND CAVE

Great job, numbskull! Your little homemade plan backfired! And now, you're trapped.

Though Tatt is now available as a selectable character, Mail is still the best to tackle the Wind Cave. The first thing you should do is head to the south-eastern corner of the cave to encounter Slick. He will trap himself in the cave. By visiting Slick right away you'll save yourself a lot of time. Now head towards the left and you'll run into Gaw; he'll run away. Go back to Slick, from whom you will get a bomb to clear the wall. Go to the left where you saw Gaw and bomb the wall (it happens automatically.) Get all the goodies and the hammer and head back to Slick. After you free Slick he will repay you by stealing the hammer.

Took the bomb from Slick.

FOSSIL ROCK

Try to find Gaw as soon as you enter the cave. He's one screen to the left and one screen up. After you have ascended somewhat, you will find a bridge with a few broken pieces which leads to the right. At the end of the bridge, you may either go up or jump down and to the right. Go down (going up will lead to some gold bullion). Gaw will now ask for help.

Head for the Gaw village at the far left. Once you reach the village, buy Popful the Chain Mail and Round Shield, then get Tatt the Dyno Cane, Earth Robe and Earth Charm. Load up on fruits as well. Talk to the Gaw guarding the village; she will give you a ladder to save Gaw. Rescue Gaw in the place where you first saw him, then get the goodies to the top right. Boney Rubbler awaits you.

Surprisingly, Boney is one of the easier bosses. Use Tatt and equip the Dyno Cane. Duck under his horse charges and throw daggers to his back. He will rarely hit you with his swinging sword and you will rarely miss if you aim for his back. You'll finish him easily.

Release the captive Gaws and head back towards the village. You may now cross the water which was inaccessible before. In the treasure room, there's some gold bullion and a key which can be used on a door in the Wind Cave.

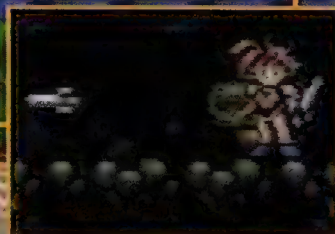
Took the Ladder.

Took the Door Key!

STRATEGY

HOT SPRINGS

Nuts Cracker
is destroyed!



The Hot Springs area is very straightforward.

You can gather some information at the west side of the level. The boss of this area, Nuts Cracker, is located at the right side of the level map.

To defeat this menace, use Tatt once again. Equip the Dyno Cane; it's much faster than the Fire Cane. Nuts Cracker will jump back and forth. Hit him when he leaps towards you and time another shot to hit him when he jumps back. When you run out of ammo, go to the right by the ladder leading to Nuts Cracker. After your weapon has regenerated, finish him off.

DEVIANT DEN

Squat fools! They
trapped me in my
SLEEP!

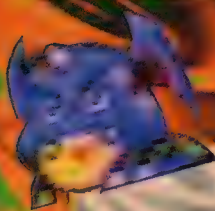


This is probably the first really difficult level. The enemies are tough. The Weapon Shop in this level has the Electro Cane waiting for Tatt and the Boomerang for Mail. It is very important that you purchase both of these weapons.

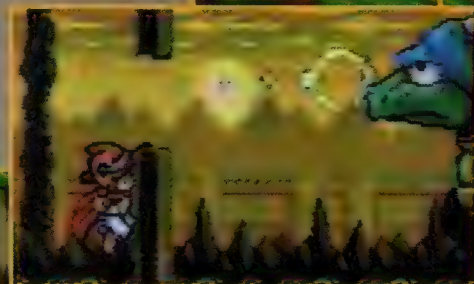
Here are the necessary tasks to beat this level: Meet Gaw right below the Weapon Shop. Get the prison key within the same vicinity where the Weapon Shop is located. Talk to Muttonhead. After you have spoken to Muttonhead, go back to see Gaw. You will then have to fight the Thunder Dragon.

Use Mail and her boomerangs against Thunder Dragon. Position yourself right in front of the incline and throw your boomerangs with an arc upwards. You can get hit here, but you will hit the Dragon and his smaller guardians. Use a fruit if your life gets too low. Head to Panic Peak from here.

PANIC PEAK



As in Golem Tower, there is only one enemy here, the boss. This time you fight the dragon, Goradus. Choose Tatt as the fighter and equip the Electro Cane. Goradus cannot be harmed from behind, so when he walks towards you, jump up and hit him with the cane a few times and run away. He will jump and cause some rocks to fall, then he will charge at you. This pattern must be repeated to defeat Goradus. Again, if you run out of ammo, head to the left and recharge. You'll likely end up using a few fruits in the process. After he has been beaten, go back to speak with Gaw.



MINE

STRATEGY

MINE

Sure, I know about the legend of the Black Seal.

Be sure to buy Mail the Large Shield and Plate Mail. Tatto should get the Gale robe and Charm. Gaw should buy the Iron Claw, Plate Mail and Steel Band. Here's what to do: Head to the top of the tower (this is becoming a habit) to meet Glug. Next, go talk to the guards of Venuncio who are blocking your way. Now talk to the senile miner looking for gold. He says that some gold would refresh his memory. There are at least six pieces of gold bullion lying around somewhere on this level; find them. Bribe the miner and head back towards Glug; he will give you a Mythril Trinket. Finally, go see Venuncio.

Use Mail and the Short Sword to destroy the Happy Flames of Death. Begin from the left side and eliminate the flames by jumping and swinging your sword. Enter the door to the left after you've beaten the flames.

ZOTH SHRINE

Oooooohh, sweetcake, you look just FINE from here.

The first enemy you'll encounter is the Mythril Guardian. Use Mail and her boomerangs, tossing them with an upward arch while avoiding the Guardian's arrows, spears and drill attacks. Once the Guardian begins to bounce everywhere, anticipate its landing position.

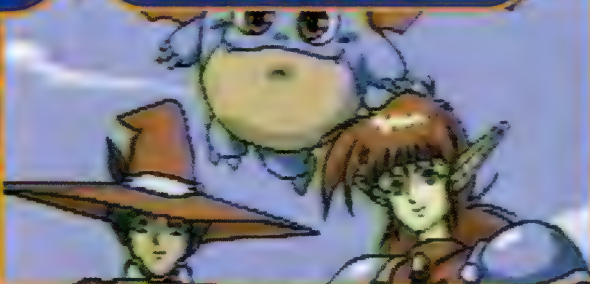
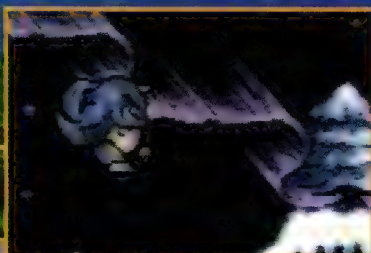
Sven T. Uncommon follows the Mythril Guardian. Defeat this pea-brain with Gaw and the Iron Claw. Jump straight up; while airborne, tap forward so you're close enough to hit Sven once with the Claw (be sure not to jump over Sven.) By having Gaw constantly jumping, Sven will usually remain stationary and you can avoid all three of his attacks. Repeat and defeat...for now.

At the shop in the shrine, buy a minimum of one of each item. You'll need at least one amulet for sure later. You will run into Sven again in the shrine. The second time he morphs into Chargon. Chargon can be defeated with Tatt or Mail—it's best to use Mail, though. If you decide to use Tatt, equip his Electro Cane. If you're using Mail, give her the boomerangs. Position your character's left foot to the immediate right of the central crack on the floor. Maintain a ducking position; this also helps you to block the fireballs. When Chargon tosses his sword, throw the respective projectile with an upward arch and immediately duck to avoid the sword on its return flight. Easy, no?

FORT FRIGHT

This is the last battle with Sven. He now morphs into a semi-invincible boss. Use Tatt against the Fire Golem. This battle is tricky, so bear with me.

Position Tatt in the center of the platform. From here, fire your Electro Cane at the Golem's heart. The Golem isn't defenseless—he has a sword which he throws straight ahead. When you see his arm pause for about a second, that's a tip-off that the sword is about to be thrown, so watch out! Instead of constantly jumping, use an amulet when fireballs or his sword are flying towards you. After the immediate danger is over, disable the amulet. If you don't, you won't have enough amulet power to last you the whole battle. When you run out of ammo, head back to the left to recharge.



Once you've found the Weapon Shop, buy Mail the Flame Sword, Silver Mail and Silver Shield. For Gaw, purchase the Fire Breath, Silver Mail and the Silver Band. Tatt should receive the Star Cane, Moon Robe and Moon Charm. There is no boss in this level, but it is a good place to earn money if you don't have the necessary weapons.

MT. RIP



Slick has been frozen and is in your way. Once Slick has been partially thawed, go to the mine and talk to the first miner you see. He will give you the pot of coffee to free the Slickster. Wriph, the first of Kazy's twin sisters, awaits you at the end of this maze.

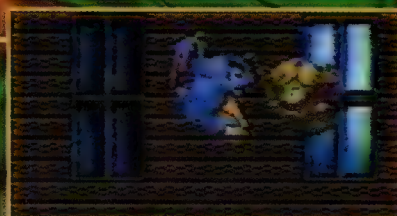
Use Gaw and his controllable Fire Breath. Try to keep the ice balls to a minimum by jumping and hitting Wriph and her projectiles. Since there is no safe spot, use an amulet to recover Gaw's fire power. She is easy when she is controlled.



GYP SHIP

The enemies on this ship are extremely powerful. The best strategy is to equip Mail with an amulet and run to the right like mad until you can go no further. At this point, use Gaw to make the jump. Continue to the right until you encounter a pirate by a door. That's Wraph's door.

Defeat Wraph using the exact pattern that was used against Wriph. Just be much more careful; Wraph is much stronger than her twin.

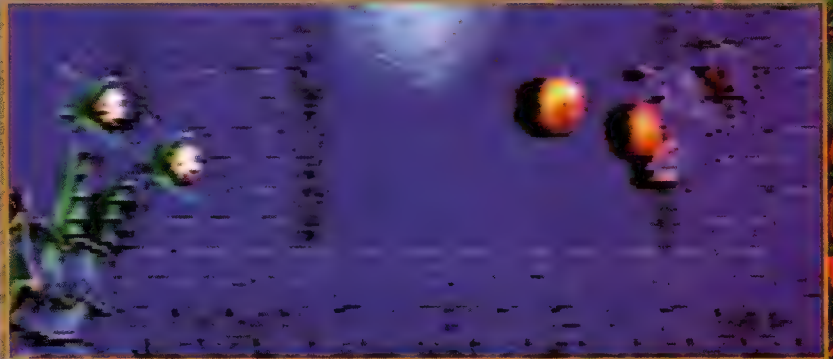


CRYSTAL TOWER



This another one of those single-enemy levels. The trio will face the penguin king's doppelganger. He assumes two different forms. Use Gaw and his Fire Breath against the first form. It can be beat by hitting it in the eye. When its eye is closed, it cannot be harmed. Ground Lightning is the first form's only method of attack. The lightning is slow enough to jump over.

The second two-headed form attacks in several ways. It throws a blue fireball which should be jumped over. Don't worry if you don't, it only sends you back a bit. It also emits three spears which are easily avoided (just hold some distance.) The morphing lightning ball to the wall can be taken as a hit—not a good idea, considering the 45 HP you lose if you have the best armor—but if an amulet is in the inventory, it can be used to walk through the wall without harm. Aim for the heads and it'll be over quickly. After you defeat it you will have the third orb. As a show of gratitude, the king will give you the almighty Aura Weapons. They're great!



Well, we've lead you through most of the game. All that's left is Kazyr's domain; then it's on to Morgal, Necros and the Overlord. Have fun and don't forget to buy the Golden Armor when you get the chance!

Virtua Fighter

By Tyrone Rodriguez

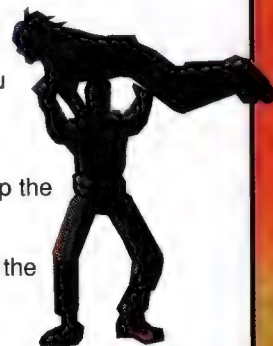
Although *Virtua Fighter* may appear to be simplistic, it's most likely one of the most complicated fighting games ever released. To this day some players are finding new attacks for the original game. To help those of you that own a Saturn (or plan to purchase one) I spent hour after hour compiling the comprehensive moves list you see before you. Three months from now you will see the complexity of Sega's three button masterpiece.

As a note, some of the throws and grabs can only be accomplished in certain situations, so be patient with yourself. I'd also recommend getting some kind of joystick. They're easier to deal with.

General Tips



1. To block multiple attacks hold down which ever button has been designated to block.
2. Tapping **Left** or **Right** rapidly will allow you to dash back. If you hold the second tap while attempting to run forward you will continue to run.
3. To roll back after you've been knocked down tap the joystick (or pad) back.
4. When you've been knocked down you can also roll to the side by pressing the **Block** button.
5. After you've been knocked down and stand up offensively press the **Kick** button. Depending on whether you've held the joystick in a down position, you can either attack with a spinning roundhouse or a low sweeping kick. The sweeping kick is sometimes better because your opponent will be grounded by it.
6. All the fighters can leap and hop. To leap, hold the joystick in the desired direction. To hop simply tap the joystick in the desired direction. In the guide I will refer to each type of jump as such--a Leap is a high jump-a Hop is a tap of the joystick.
7. It's a good rule to always to try and hit your opponent while they're on the pavement and can't block the attack.
8. Know that if your opponent ducks there's always a way to counter it.
9. A kick can be cancelled before a certain point. Do this by pressing and holding the **Block** button before the kick has passed the other leg.
10. If you are attacked while you are in an offensive position you will sustain more damage than had you been in a neutral position. This is good to keep in mind, especially when someone throws you.



Select Your Fighter!

To get up Quickly(If the buttons are on the default setting)
Stand straight up faster: Wiggle the joystick **Left** and **Right** rapidly.

Roll backwards away from opponent: **Back** on the joystick.

Spring to your feet: **Up** on the joystick.

Roll to your side: **AAA** (rapidly).

Rise with a high or vertical kick: **CCC** (rapidly).

Rise with a sweeping kick: **Down** and **CCC** (rapidly).

Roll away to your side then sweep kick: **A** then **C**.



Akira Yuki

Country: Japan
Age: 25
Sex: Male
Job: Kung-Fu Teacher
Blood Type: O
Hobby: Kung-Fu

Akira is the best fighter if you like to counter your opponent's attacks. He isn't a fighter for beginners. All his attacks consist of multiple button and joystick motions. If you do master Akira, you'll be unstoppable.

Regular Punch and Kick attacks

1. *So-Chuusui*: **Back+Punch**
2. *Chuugeki*: **Forward+Punch**
3. *Uramonchochu*: **Forward, Forward+Punch**
4. *Chuusui*: **Punch**
5. *Housui*: **Down+Punch**
6. *Close Punch*: (at close range) **Down-Forward+Punch**
7. *Hachimon Kaida*: **Punch, Punch**
8. *Kansui Tai*: **Punch, Kick**
9. *Mouko Kohazan*: Hold **Down**, then **Forward** and **Punch**
10. *Testuzanko*: **Back, Forward, Forward+Punch+Kick**
11. *Yu-Shiyoutai*: **Forward+Kick**
12. *Shiyoutai*: **Kick**
13. *Youzentai*: **Down+Kick**
14. *Sokutai*: **Down-Forward+Kick**
15. *Renkan Tai single*: **Forward, Forward+Kick**
16. *Renkan Tai double*: **Forward, Forward+Kick, Kick**

Hopping attacks

1. *Rakuho Sousui*: **Punch** (on the way up)
2. *Rakuho Sui*: **Punch** (on the way down)
3. *Choushitai*: **Kick** (on the way up)
4. *Shitai*: **Kick** (just before landing)

Leaping attacks

1. *Rakugeki Sousui*: **Forward+Punch** (on the way up)
2. *Toukyaku*: **Kick** (simultaneously with jump)
3. *Hidantai*: **Forward+Kick** (on the way up)
4. *Rakuho Tai*: **Kick** (on the way up)
5. *Fujintai*: **Kick** (on the way down)
6. *Fuumon Toukai*: **Back+Kick** (on the way up)

Opponent behind you

1. *Kenha Isui*: **Punch**
2. *Koushuutai*: **Kick**

Opponent on ground

1. *Gekihousui*: **Up+Punch** (wait until your opponent has hit the ground or else you will perform the *Rakuho Sousui*)
2. *Rai'inshouda*: **Down-Forward+Punch** (can be repeated indefinitely, but you must wait a beat before repeating)

Rising while opponent is near your feet

1. *Katsumen Sentai*: **Kick** or **Kick** rapidly
2. *Katsumen Soutai*: **Down+Kick** or **Down+Kick** rapidly

Close-In attacks

1. *Toushin Soutai*: **Back+Punch**
2. *Shin'iha*: (very quickly) **Down-Back, Forward+Punch**, or **Forward, Down-Back+Punch**
3. *Youshi Senrin*: (very quickly) **Back, Down-Forward+Punch+Kick**

Shin'iha



Youshi Senrin





Country: Hong Kong
Age: 18
Sex: Female
Job: Action Star
Blood Type: O
Hobby: Dancing

While Pai's fighting philosophy may not be as blunt as Akira's, she could possibly be called the counter attack queen. All her throws are deadly and take an enormous amount of damage from an offensive foe.

Regular Punch and Kick attacks

1. *Tai Ken*: **Back+Punch**
2. *Chuu Ken*: **Punch**
3. *Souchuu Ken*: **Down+Punch**
4. *Renshou*: **Punch, Punch**
5. *Raigekishou*: **Punch, Punch, Punch**
6. *Renkentai*: **Punch, Kick**
7. *Soukensenpuutai*: **Punch, Punch, Kick**
8. *Renkan Tenshin Kyaku*: **Punch, Punch, Punch, Kick**
9. *Renkan Tenshin Soukyaku*: **Punch, Punch, Punch, Down+Kick**
10. *Renkan Hai Tenkyaku*: **Punch, Punch, Punch, Up-Away+Kick**
11. *Sentai*: **Kick**
12. *Sensai Tai*: **Down+Kick**
13. *Taitouri Senkyaku*: **Kick** (while standing up from a crouched position)
14. *Senchuu Tai*: **Down-Forward+Kick**
15. *Senpuga*: **Kick+Block**
16. *Enseishuku*: (while crouching) **Kick+Block**
17. *Back flip*: Tap **Up-Away** (up to three times)
18. *Haitentai*: **Up-Away+Kick** (can be combined with the back flip)

Hopping attacks

1. *Toukuu Soushou*: **Punch** (on the way up)
2. *Toudan Kensui*: **Punch** (on the way down)
3. *Hishitai*: **Kick** (on the way up)
4. *Sokushuu Tai*: **Kick** (just before landing)

Leaping attacks

1. *Rakugeki outai*: **Forward+Punch** (on the way up)
2. *Hien Toukyaku*: **Kick** (simultaneously with jump)
3. *Hien Youshuui*: **Forward+Kick** (on the way up)
4. *Hien Kaikyaku*: **Kick** (on the way up)
5. *Enshou Fujinkyaku*: **Kick** (on the way down)
6. *Enhaisou*: **Back+Kick** (on the way up)



Shoulder Slam

Opponent behind you

1. *Hai Housai*: **Punch**
2. *Haichuu Tai*: **Kick**

Opponent on ground

1. *Enshuu Raigeri*: Tap **Up+Punch**
2. *Enshuu Kourageki*: Hold **Up+Punch**
3. *Rai'inshouda*: **Down-Forward+Punch** (can be repeated indefinitely, but you must wait a beat between punches)

Rising while opponent is near your feet

1. *Zen Sentai*: **Kick** or **Kick** rapidly
2. *Zensou Sentai*: **Down+Kick** or **Down+Kick** rapidly

Rising while opponent is near your head

1. *Kousoutai*: **Kick** or **Kick** rapidly
2. *Kousou Sentai*: **Down+Kick** or **Down+Kick** rapidly

Close-In attacks

1. *Grab and toss*: **Back+Punch** (while opponent is attacking you)
2. *Face slam with ground punch*: **Forward, Forward+Punch+Kick**
3. *Head slam*: **Forward, Down+Punch**
4. *Kouchigari*: (Very quickly within throwing distance) **Back, Forward+Punch**
5. *Shoulder Slam*: **Block+Punch**



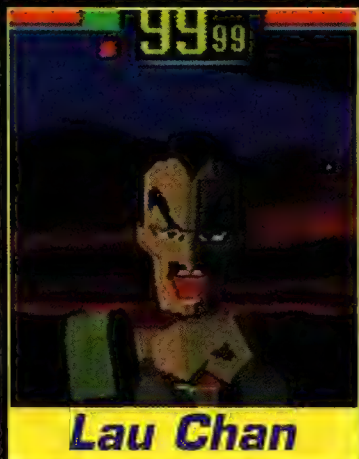
Face Slam



Head Slam



Kouchigari



Country: China
Age: 53
Sex: Male
Job: Cook
Blood Type: B
Hobby: Poems

Lau is among the top fighters is VF, but then again, he's also the one the cheapest fighters there is. His Kosou Raishouu is quick enough to allow him to get two hits on fallen opponents. A true madman

Regular Punch and Kick attacks

1. *Sou Ken*: **Back+Punch**
2. *Chuugeki*: **Forward+Punch**
3. *Chuu Ken*: **Punch**
4. *Souchuu Ken*: **Down+Punch**
5. *Zensou Ken*: Tap **Down-Forward+Punch**
6. *Kosou Ken*: **Down-Forward+Punch**
7. *Renshou*: **Punch, Punch**
8. *Renkashou*: **Punch, Punch, Punch**
9. *Rising Renkasou*: **Down-Forward+Punch, Punch, Punch**
10. *Sou Renkashou*: Tap **Down-Forward+Punch, Punch, Punch**
11. *Renkentai*: **Punch, Kick**
12. *Renkenai Kyaku*: **Punch, Punch, Kick**
13. *Renkantenshin Kyaku*: **Punch, Punch, Punch, Kick**
14. *Renkantenshin Soukyaku*: **Punch, Punch, Punch, Down+Kick**
15. *Renkan Hai Tenkyaku*: **Punch, Punch, Punch, Up-Away+Kick**
16. *Taitouri Senkyaku*: **Kick** (while standing up from a crouched position)
17. *Katsumentai*: **Kick**
18. *Sensai Tai*: **Down+Kick**
19. *Senchuu Tai*: **Down-Forward+Kick**
20. *Senpuga*: **Block+Kick**
21. *Enseishuku*: (While crouching) **Block+Kick**
22. *Back flip*: Tap **Up-Away** (up to three times)
23. *Haitentai*: **Up-Away+Kick** (can be combined with back flip)

Hopping attacks

1. *Toukuu Soushou*: **Punch** (on the way up)
2. *Toukuu Chuukun*: **Punch** (on the way down)
3. *Hishitai*: **Kick** (on the way up)
4. *Toukuu Soku Inkyaku*: **Kick** (just before landing)

Leaping attacks

1. *Touraku Soussioshou*: **Forward+Punch** (on the way up)
2. *Hishuutai*: **Kick** (simultaneously with jump)
3. *Toukuu Soutai*: **Forward+Kick** (on the way up)
4. *Toukuu Tankyaku*: **Kick** (on the way up)
5. *Toukuu Fujinkyaku*: **Kick** (on the way down)
6. *Kokyaku Haishou*: **Back+Kick** (on the way up)

Opponent behind you

1. *Haichuu Ken*: **Punch**
2. *Haichuu Tai*: **Kick**

Opponent on ground

1. *Kosou Raishouu*: Tap **Up+Punch** (single stomp)
2. *Kosou Raishouu*: Hold **Up+Punch** (double stomp)

Rising while opponent is near your feet

1. *Zen Sentai*: **Kick** or **Kick** rapidly
2. *Zensou Sentai*: **Down+Kick** or **Down+Kick** rapidly

Rising while opponent is near your head

1. *Kousoutai*: **Kick** or **Kick** rapidly
2. *Kousou Sentai*: **Down+Kick** or **Down+Kick** rapidly

Close-In moves

1. *Tenshin Haendo*: (Very quickly while extremely close to opponent) **Back, Forward+Punch**
2. *Fireman slam*: **Back+Punch**
3. *Body slam*: **Block+Punch**

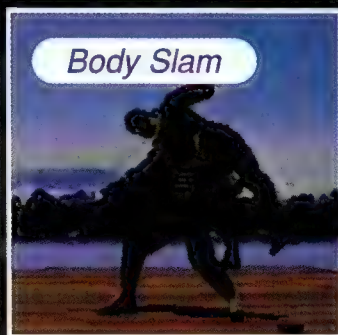
Tenshin Haendo



Kouchigari



Body Slam





Wolf Hawkfield

Country: Canada
Age: 27
Sex: Male
Job: Wrestler
Blood Type: O
Hobby: Hunting

Very orthodox in his brutal wrestling techniques, Wolf does a good job at being blunt. His long distance attacks are as formidable as his throws—quite a combination.

Regular Punch and Kick attacks

1. Stationary hammer: **Back+Punch**
2. Straight hammer: **Punch**
3. Low hammer: **Down+Punch**
4. Sonic upper punch: **Down-Forward+Punch**
5. Axe lariat: **Forward, Forward+Punch**
6. Shoulder attack: **Back, Forward+Punch**
7. Jab with a straight: **Punch, Punch**
8. Jab, straight with sonic upper punch: **Punch, Punch, Punch**
9. Hammer kick: **Punch, Kick**
10. High Kick: **Kick**
11. Lunge kick: Hold **Forward+Kick**
12. Low smash: **Down+Kick**
13. Face lift kick: **Down-Forward+Kick**
14. Knee smash: **Forward+Kick**

Hopping attacks

1. Step hammer: **Punch** (on the way up)
2. Rock punch: **Punch** (on the way down)
3. Toe crush: **Kick** (on the way up)
4. Hammer edge: **Kick** (just before landing)

Leaping attack

1. Jumping rally rat: **Forward+Punch** (on the way up)
2. Rising toe: **Kick** (simultaneously with jump)
3. Drop kick: **Forward+Kick** (on the way up)
4. Hammer kick: **Kick** (on the way up)
5. Heel crush: **Kick** (just before landing)
6. Back side kick: **Back+Kick** (on the way up)

Opponent behind you

1. Rolling hammer: **Punch**
2. Back kick: **Kick**

Opponent on ground

1. Elbow: Tap **Up+Punch**
2. High Elbow: **Up+Punch**

Rising while opponent is near your feet

1. Rolling clear: **Kick**
2. Low clear: **Down+Kick**

Rising while opponent is near your head

1. Back clear: **Kick**
2. Low back clear: **Down+Kick**

Close-In attacks

1. Giant swing: **Back, Down-Back, Down, Down-Forward, Forward+Punch**
2. German Suplex: (While standing behind opponent) **Block+Punch**
3. Human windmill: **Down-Away+Block+Punch+Kick**
4. Body slam: **Down-Forward+Punch**



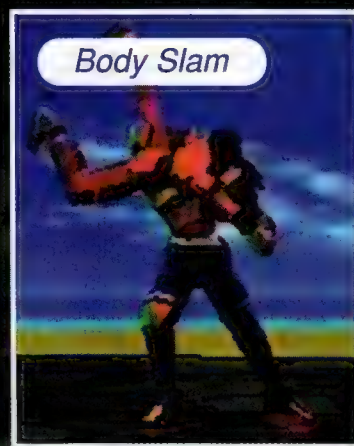
Suplex



German Suplex



Giant Swing



Body Slam



Jeffrey McWild

Country: Australia
Age: 36
Sex: Male
Job: Fisherman
Blood: A
Hobby: Reggae

Aah, Jeffry, the scourge of the arcades. Jeff's power moves are the most powerful—period. He may be slow, but he's got power. Only recommended for masters.

Regular Punch and Kick attacks

1. *Knuckle attack*: **Back+Punch**
2. *Low elbow*: **Forward, Forward+Punch**
3. *Low elbow with upper punch*: **Forward, Forward+Punch, Punch**
4. *Straight knuckle*: **Punch**
5. *Low knuckle*: **Down+Punch**
6. *Upper punch*: Hold **Down-Forward+Punch**
7. *Double upper*: Tap and hold **Down-Forward+Punch, Punch**
8. *Double knuckle*: **Punch, Punch**
9. *Double knuckle with upper*: **Punch, Punch, Punch**
10. *Elbow with double fisted slam*: **Forward, Back+Punch**
11. *Knuckle kick*: **Punch, Kick**
12. *Toe kick with doubled fisted slam*: Tap **Down+Kick**, immediately **Punch**
13. *Uppercut kick*: **Kick**
14. *Lunging kick*: Hold **Forward+Kick**
15. *Veritcal kick*: **Down+Kick**
16. *Side kick*: **Down-Forward+Kick**
17. *Knee smash*: **Forward+Kick**
18. *Toe kick*: Tap **Down+Kick**

Hopping attacks

1. *Hammer down*: **Punch** (on the way up)
2. *Step knuckle*: **Punch** (on the ay down)
3. *Step kick*: **Kick** (on the way up)
4. *Pushing kick*: **Kick** (just before landing)

Leaping attacks

1. *Rising sun hammer*: **Forward+Punch** (on the way up)
2. *Killer bites*: **Kick** (simultaneously with jump)
3. *Jumping foot stomp*: **Forward+Kick** (on the way up)
4. *Flying low kick*: **Kick** (on the way up)
5. *Heel stomp*: **Kick** (on the way down)
6. *Rear Kick*: **Back+Kick** (on the way up)

Opponent behind you

1. *Spin knuckle*: **Punch**
2. *Back kick*: **Kick**

Opponent on ground

1. *Flying body press*: Tap **Up+Punch**
2. *Raiden drop*: Hold **Up+Punch**

Rising while opponent is near your feet

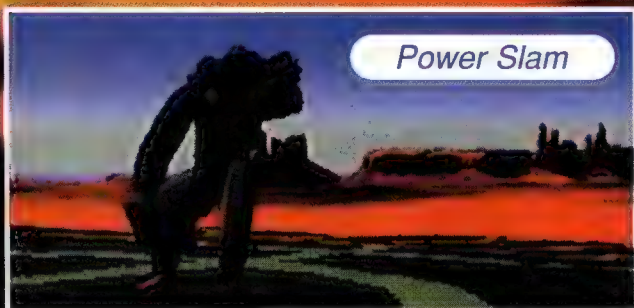
1. *Spinning up kick*: **Kick**
2. *Spinning low kick*: **Down+Kick**

Rising while opponent is near your head

1. *Spinning back*: **Kick**
2. *Spinning low kick*: **Down+Kick**

Close-In moves

1. *Power slam*: **Forward+Punch**
2. *Body Lift*: **Back, Back+Punch**
3. *Splash mountain*: **Down-Forward, Down-Forward+Punch+Kick**
4. *Iron Claw*: **Down+Punch** (while opponent is ducking)
5. *Back breaker*: **Punch+Kick** (while directly behind opponent)
6. *Shoulder slam*: **Punch+Block**
7. *Machine gun knee lift*: **Down, Forward+Kick** (while opponent is close and crouching)



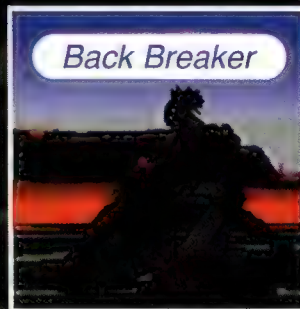
Power Slam



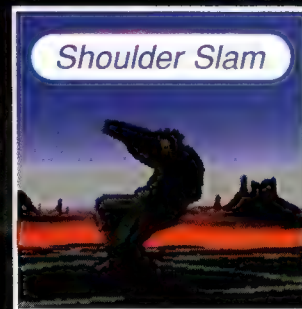
Body Lift



Splash Mountain



Back Breaker



Shoulder Slam



Kage Maru

Country: Japan
Age: 22
Sex: Male
Job: Ninja
Blood type: B
Hobby: Mah-Jong

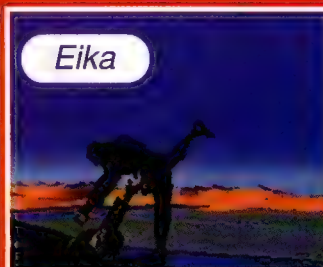
This stealthy assassin is the worst of the group. He has some great-looking attacks, but what good are they if they don't carry a punch? Finesse is nothing in battle--winning is. Use Kage if you enjoy losing.

Regular Punch and Kick attacks

1. *Straight punch*: **Back+Punch**
2. *Chuugeki*: **Forward+Punch**
3. *Danken*: **Punch**
4. *Jizuri Dan*: **Down+Punch**
5. *Resshou*: **Punch, Punch**
6. *Raigekishou*: **Punch, Punch, Punch**
7. *Hagane*: **Punch, Kick**
8. *Resshoukyaku*: **Punch, Punch, Kick**
9. *Renkantenshin Kyaku*: **Punch, Punch, Punch, Kick**
10. *Renkan Hai Tenkyaku*: **Punch, Punch, Punch, Up-Away+Kick**
11. *Tsukikaeshikeri*: **Kick**
12. *Surigeri*: **Down+Kick**
13. *Naka Geri*: **Down-Forward+Kick**
14. *Flying knee smash*: Hold **Down**, then **Forward+Kick**
15. *Back flip*: Tap **Up-Away** (up to three times)
16. *Flying flip kick*: **Up-Away+Kick** (can be combined with back flip)
17. *Short flip kick*: **Back, Back+Kick**
18. *Low slide*: **Forward, Forward+Kick**
19. *Offensive roll with kick*: **Back, Down-Back, Down, Down-Forward, Forward+Kick**
20. *Reverse offensive roll*: **Forward, Down-Forward, Down, Down-Back, Back+Kick**
21. *Offensive roll*: **Back, Down-Back, Down, Down-Forward, Forward**
22. *Defensive roll*: **Forward, Down-Forward, Down, Down-Back, Back**
23. *Rairyuu Hishou Kyaku*: **Forward, Forward+Block+Punch+Kick**



Haura Gasumi



Eika



Air Toss

Hopping attacks

1. *Shutou*: **Punch** (on the way up)
2. *Tobi Seiken*: **Punch** (on the way down)
3. *Tobi Kakato Otoshi*: **Kick** (on the way up)
4. *Tobi Kakato Geri*: **Kick** (just before landing)

Leaping attacks

1. *Rakuyou*: **Forward+Punch** (on the way up)
2. *Hishougeri*: **Kick** (simultaneously with jump)
3. *Kuuhaden*: **Forward+Kick** (on the way up)
4. *Marutageri*: **Kick** (on the way up)
5. *Tobi Kakato Geri*: **Kick** (just before landing)
6. *Kaiten Enzui Geri*: **Back+Kick** (on the way up)

Opponent behind you

1. *Ura Ha*: **Punch**
2. *Gyaku Geri*: **Kick**

Opponent on ground

1. *Heindan* (from close range): Tap **Up+Punch**
2. *Asuka* (from medium range): Tap **Up+Punch**
3. *Hishougeki* (from long range): Tap **Up+Punch**

Rising while opponent is near your feet

1. *Tatsumaki Geri*: **Kick** or **Kick** rapidly
2. *Tatsumaki Surigeri*: **Down+Kick** or **Down+Kick** rapidly

Rising while opponent is near your head

1. *Uratatsumaki Geri*: **Kick** or **Kick** rapidly
2. *Uratatsumaki Surigeri*: **Down+Kick** or **Down+Kick** rapidly

Close-In Moves

1. *Haura Gasumi*: **Block+Punch** (while standing directly behind opponent)
2. *Katana Gasumi*: **Block+Punch+Kick**
3. *Eika*: (Very quickly and a throwing distance) **Back, Forward+Punch**
4. *Air toss*: (At a close distance) **Back+Punch** (can attack them while they're airborne)
5. *Yoonryu Tojutsu*: **Block+Punch**



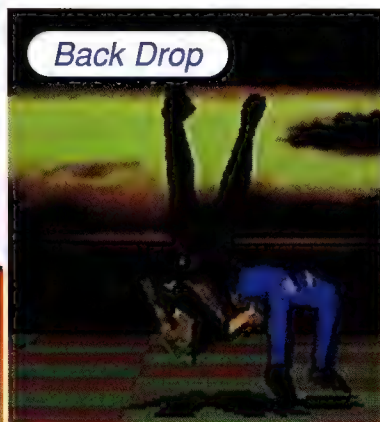
Sarah Bryant

Country: USA
Age: 20
Sex: Female
Job: College student
Blood Type: AB
Hobby: Sky Diving

Among top players Sarah is considered a resourceful fighter and a formidable opponent. Her attacks do enough damage to keep up with the big boys. Overall, a good character to master.

Regular Punch and Kick attacks

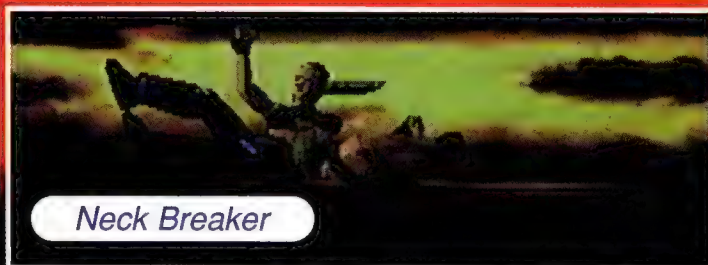
1. *Straight jab*: **Back+Punch**
2. *Straight lead*: **Punch**
3. *Elbow attack*: **Forward+Punch**
4. *Squat straight*: **Down+Punch**
5. *Jab with a straight*: **Punch, Punch**
6. *Jab, Straight, with a strong*: **Punch, Punch, Punch, Punch**
7. *Punch with a high kick*: **Punch, Kick**
8. *Punch with a side kick*: **Punch, Down+Kick**
9. *Double punch with a snap kick*: **Punch, Punch, Kick**
10. *Triple punch with a high Step knee*: **Punch, Punch, Punch, Kick**
11. *Triple punch with somersault kick*: **Punch, Punch, Punch, Up-Away+Kick**
12. *Triple punch with side kick*: **Punch, Punch, Punch, Down+Kick**
13. *Elbow with step knee*: **Forward (hold)+Punch** then **Kick**
14. *Roundhouse with jab*: **Kick, Punch**
15. *Vertical hook kick*: **Kick**
16. *Face kick*: Tap **Down-Forward+Kick**
17. *Low kick*: **Down+Kick**
18. *Medium Kick*: (hold) **Down-Forward+Kick**
19. *Double high kick*: **Down-Forward+Kick, Kick**
20. *Triple high kick*: **Down-Forward+Kick, Kick, then Kick** again
21. *Front kick*: Tap **Down+Kick**
22. *Front kick with spin kick*: Tap **Down+Kick, Kick**
23. *Quick knee*: **Forward+Kick**
24. *Low Step knee*: **Forward, Forward+Kick**
25. *High step knee*: **Down, Forward+Kick**
26. *Double step knee*: **Forward+Kick, then Down-Forward+Kick**
27. *Low step kick*: **Down+Block+Kick**
28. *Backflip*: Tap **Up-Away** (up to three times)
29. *Somersault kick*: **Up-Away+Kick** (can be combined with back flip)



Back Drop



Front Suplex



Neck Breaker

Hopping attacks

1. *Elbow smash*: **Punch** (on the way up)
2. *Step straight*: **Punch** (on the way down)
3. *Step hook kick*: **Kick** (on the way up)
4. *Step heel kick*: **Kick** (just before landing)

Leaping attacks

1. *Jumping hook knuckle*: **Forward+Punch** (on the way up)
2. *Jump kick*: **Kick** (simultaneously with jump)
3. *Dragon kick*: **Forward+Kick** (on the way up)
4. *Middle kick*: **Kick** (on the way up)
5. *Heel stomp*: **Kick** (on the way down)
6. *Back kick*: **Back+Kick** (on the way up)

Opponent behind you

1. *Turn knuckle*: **Punch**
2. *Turn kick*: **Kick**

Opponent on ground

1. *Jumping knee stomp*: Tap **Up+Kick**
2. *Leaping knee stomp*: Hold **Up+Kick**

Rising while opponent is near your feet

1. *Vertical spin kick*: **Kick** or **Kick** rapidly
2. *Low spin kick*: **Down+Kick** or **Down+Kick** rapidly

Rising while opponent is near your head

1. *Spring Kick*: **Kick** or **Kick** rapidly

Close-In attacks

1. *Back drop*: **Block+Punch** (while directly behind opponent)
2. *Front suplex*: **Block+Punch**
3. *Neck breaker*: **Forward, Forward+Punch**



Jacky Bryant

Country: USA
Age: 22
Sex: Male
Job: Race car driver
Blood Type: A
Hobby: Training

Sarah's big brother fights in a similar manner to Sarah. The difference is that Jacky is much more blunt with his attacks. He also depends on punches more than his sister Sarah.

Regular Punch and Kick attacks

1. *Spinning back fist*: **Back+Punch**
2. *Double back fist*: **Back (hold)+Punch, Punch**
3. *Straight lead*: **Punch**
4. *Double back fist with roundhouse kick*: **Back (hold)+Punch**, then **Kick**
5. *Elbow attack*: **Forward+Punch**
6. *Squat straight*: **Down+Punch**
7. *Jab with a straight*: **Punch, Punch**
8. *Jab, Straight, with a strong*: **Punch, Punch, Punch**
9. *Punch with a high kick*: **Punch, Kick**
10. *Punch with a side kick*: **Punch, Down+Kick**
11. *Double punch with a snap kick*: **Punch, Punch, Kick**
12. *Triple punch with a high Step knee*: **Punch, Punch, Punch, Kick**
13. *Triple punch with somersault kick*: **Punch, Punch, Punch, Up-Away+Kick**
14. *Triple punch with low roundhouse*: **Punch, Punch, Punch, Down+Kick**
15. *Double hook kick*: **Kick, Kick**
16. *Vertical hook kick*: **Kick**
17. *Grand roundhouse*: **Block+Kick**
18. *Low grand roundhouse*: **Down+Block+Kick**
19. *Low kick*: **Down+Kick**
20. *Medium Kick*: **Down-Forward+Kick**
21. *Quick knee*: **Forward+Kick**
22. *Low Step knee*: **Forward, Forward+Kick**
23. *High step knee*: **Down, Forward+Kick**
24. *Double step knee*: **Forward+Kick**, then **Down-Forward+Kick**
25. *Backflip*: Tap **Up-Away** (up to three times)
26. *Somersault kick*: **Up-Away+Kick** (can be combined with back flip)

Hopping attacks

1. *Elbow*: **Punch** (on the way up)
2. *Step straight*: **Punch** (on the way down)
3. *Step hook kick*: **Kick** (on the way up)
4. *Step heel kick*: **Kick** (just before landing)

Leaping attacks

1. *Jumping hook knuckle*: **Forward+Punch** (on the way up)
2. *Jump kick*: **Kick** (simultaneously with jump)
3. *Dragon kick*: **Forward+Kick** (on the way up)
4. *Middle kick*: **Kick** (on the way up)
5. *Heel stomp*: **Kick** (on the way down)
6. *Back kick*: **Back+Kick** (on the way up)

Opponent behind you

1. *Turn knuckle*: **Punch**
2. *Turn kick*: **Kick**

Opponent on ground

1. *Jumping knee stomp*: Tap **Up+Kick**
2. *Leaping knee stomp*: Hold **Up+Kick**

Rising while opponent is near your feet

1. *Vertical spin kick*: **Kick** or **Kick** rapidly
2. *Low spin kick*: **Down+Kick** or **Down+Kick** rapidly

Rising while opponent is near your head

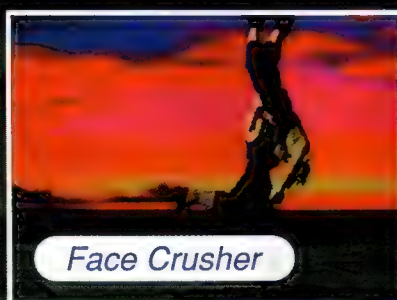
1. *Spring Kick*: **Kick** or **Kick** rapidly

Close-In attacks

1. *Northern Light Bomb*: **Block+Punch** (while directly behind opponent)
2. *Face crusher*: **Block+Punch**
3. *Neck breaker*: **Forward, Forward+Punch**



Northern Light Bomb



Face Crusher



Neck Breaker

Boss Code!

To play as the liquid-metal boss character in either Arcade or Vs. mode, enter the following code quickly at the fighter-select screen: **Down, Up, Right, then A+Left**. You'll hear a "swish" and you'll be playing as Dural!



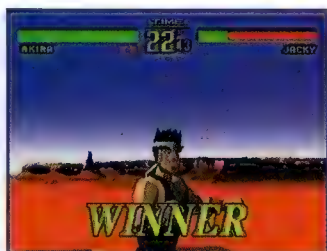
Press **Down, Up, Right**, then **A+Left**.



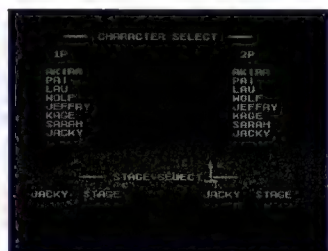
Now you're playing as the game's final boss.

Alternate Character-Select Menu

This code has two variations, so pay close attention. First, when a "Vs." match is ending, hold the **L** and **R** buttons. This will take you to a new character- and stage-select screen which reduces the game's disk access time, so you can get back into the action quicker. Here's the cool part: At the title screen, quickly press **Up** 17 times and immediately press **START**. With this code in place, Dural will appear on the alternate character-select menu!



Hold the **L** and **R** buttons.



You'll get this abbreviated menu for "Vs." battles.



If you press **Up** 17 times, then hit **START**...



...you'll find Dural on the streamlined menu!

Watch the Credits

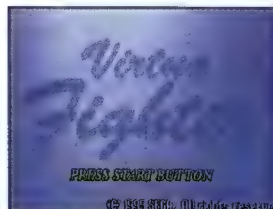
Hold the **A** button down during the opening demos to see the names of the people responsible for *Virtua Fighter*.



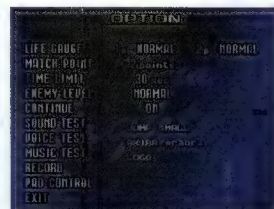
You can fantasize about having a cool name like "Keiji Okayasu".

Stage Select and Adjustable Stage Size

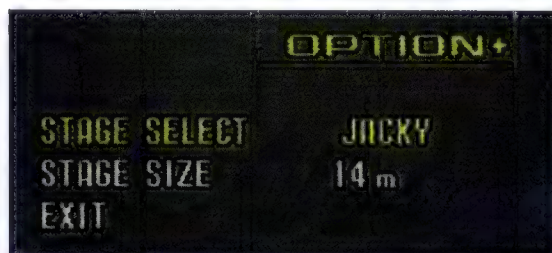
At the title screen—while the words "Press Start Button" are flashing—press **Up** 12 times, then press **START** and go to the option menu. Move the cursor down below the "Exit" option and press **START**. Boom! You've just gained access to a special screen which lets you pick your arena and change its size!



Press **Up** 12 times, then press **START** and choose the option menu.



Move the cursor down off the bottom of the screen, then press **START**.



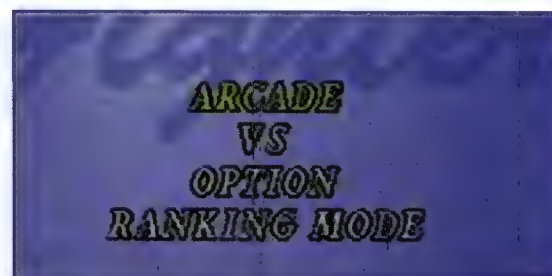
Here you can choose a stage and adjust its size.

Play Ranking Mode

At the title screen, hold **Down/Right+C+Y+L+R** and press **START**. You'll be able to play the Ranking Mode immediately instead of earning it properly by beating the game fair and square.



Hold **Down/Right+C+Y+L+R** and press **START**.



Now you can choose the hidden "Ranking Mode."

PITFALL!

So you're probably wondering what the heck I'm doing writing a strategy guide for a game that originally came out in 1982. Am I running frighteningly behind on my deadlines? Am I being paid off by David Crane to remind the public that he used to produce cool stuff? Or have I just gone mental?

There are two reasons, actually. The first one is that, with *Pitfall!* making cameo appearances in the recently released *Pitfall: The Mayan Adventure* sequel and the PC-based *Atari 2600 Action Pack*, there are plenty of folks with access to it. The second one is that, when *Pitfall!* came out, I was too young to really understand the game, or at least understand how to beat it. Now that I'm a battle-scarred gaming veteran, it's great fun to revisit a piece of my childhood and kick its butt.



SECRET CODES!

Atari 2600 and IBM PC users with at least two IQ points can figure out how to play their versions of *Pitfall!* without assistance, but you need to enter a secret code to play the original *Pitfall!* immediately on the 16-bit sequels:

Super NES version: At the title screen, press **SELECT**, then **A** six times, **SELECT**, **START**.

Genesis/Sega CD versions: At the title screen, press **Down**, then **A** 26 times, **Down**.

BASIC STRATEGIES!

- The goal of *Pitfall!* is to collect as many of the 32 treasures as possible within the 20-minute and three-life limit. The maximum possible score, if you snag all the treasures and avoid taking any damage from rolling logs and nasty falls, is 114,000 points. A good player should tally at least 80,000 points.
- There are 255 "rooms" in *Pitfall!*, all linked horizontally. If you were to run from Room 1 to Room 255, and continue running, you'd reappear in Room 1. The catch is that—thanks to obstacles and the quick-ticking clock—you can't possibly enter all 255 rooms within the 20-minute time limit.
- This brings us to the intriguing topic of underground shortcuts. You may not realize this—and I sure didn't until I'd played the game for a while—but most of the shortcuts are *dead ends* that lead to brick walls. Only a precious few link up with shortcuts in other rooms, and some of *these* shortcuts are useless because they bypass treasure rooms. On the awe-inspiring—okay, fairly decent—maps to be found on the following pages, I have indicated where each shortcut leads. A number denotes the number of the room you'll end up in, and an X means it leads to a dead end.

SPECIFIC STRATEGIES!

- **Crocodiles:** The deadliest obstacle in *Pitfall!* At first, only jump one croc at a time, waiting for them to close their mouths before leaping to the next. Once your skills have improved, try jumping two at a time, and then all three, which is the hardest maneuver to pull off in the game.
- **Ladders:** Instead of walking up to a ladder and pressing **Down** and **Left** (or **Down** and **Right**) to climb down, I prefer to jump into the ladder hole while holding **Down** on the joystick. This way, there's less risk of falling into the hole and losing 100 oh-so-precious points.
- **Quicksand:** Check out the trees in the background on a screen with a quicksand pit that opens and closes. Sometimes, the trees in the background line up with the edges of the quicksand pit, giving you a visual cue to position yourself near the pit without getting *too* close.
- **Rolling Logs:** When you're running to the left, you're running in the same direction as the logs, and don't have to jump them. When you're running to the right, you're running "against the grain" and have to jump the logs, especially tricky when it's a closely spaced group of two or three of them. The moral of the story: Run to the left whenever possible.
- **Scorpions:** No major advice here—just remember to jump over a scorpion at the last possible moment. The timing isn't that hard, but it's tough when compared to the other jump timing in the game.

WALKTHROUGH!

• There are dozens of potential paths to all of *Pitfall!*'s treasures, but here's one that works reasonably well. Keep in mind that you have to move like a bat out of hell, even with the numerous shortcuts, to make it to all 32 treasure rooms in 20 minutes. Refer to the map often (while pausing the game and halting the clock) to keep track of the room you're currently in.

TREASURE ROOMS!

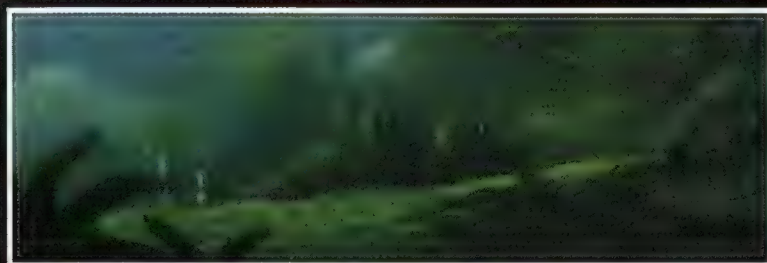
• Money Bags (2,000 points): Rooms 52, 58, 84, 96, 149, 177, 207, 239.
 • Silver Bars (3,000 points): Rooms 44, 47, 70, 119, 122, 131, 138, 165.
 • Gold Bars (4,000 points): Rooms 7, 29, 80, 136, 145, 175, 192, 194.
 • Diamond Rings (5,000 points): Rooms 42, 50, 73, 78, 158, 196, 198, 229.

- Right to Room 12.
- Down the ladder and left to Room 246.
- Up the ladder and left to Room 236.
- Down the ladder and left to Room 227.
- Up the ladder and right to Room 229.
- Left to Room 225.
- Down the ladder and left to Room 210.
- Up the ladder and left to Room 186.
- Down the ladder and left to Room 180.
- Up the ladder and left to Room 117.
- Down the ladder and left to Room 93.
- Up the ladder and right to Room 96.
- Left to Room 38.
- Down the ladder and left to Room 26.
- Up the ladder and right to Room 29. You've collected all 32 treasures and are hereby declared King Stud (or Studette).



Room 71	Room 72	Room 73	Room 74	Room 75	Room 76	Room 77
Room 78	Room 79	Room 80	Room 81	Room 82	Room 83	Room 84
Room 85	Room 86	Room 87	Room 88	Room 89	Room 90	Room 91
		X	64			100
Room 92	Room 93	Room 94	Room 95	Room 96	Room 97	Room 98
X		117				
Room 99	Room 100	Room 101	Room 102	Room 103	Room 104	Room 105
	91	X				
Room 106	Room 107	Room 108	Room 109	Room 110	Room 111	Room 112
	X					X
Room 113	Room 114	Room 115	Room 116	Room 117	Room 118	Room 119
			X	93		
Room 120	Room 121	Room 122	Room 123	Room 124	Room 125	Room 126
					X	
Room 127	Room 128	Room 129	Room 130	Room 131	Room 132	Room 133
	X	X				
Room 134	Room 135	Room 136	Room 137	Room 138	Room 139	Room 140
185						
Room 141	Room 142	Room 143	Room 144	Room 145	Room 146	Room 147
153						
Room 148	Room 149	Room 150	Room 151	Room 152	Room 153	Room 154
					141	
Room 155	Room 156	Room 157	Room 158	Room 159	Room 160	Room 161
Room 162	Room 163	Room 164	Room 165	Room 166	Room 167	Room 168
						X

Room 169	Room 170	Room 171	Room 172	Room 173	Room 174	Room 175
			X			
Room 176	Room 177	Room 178	Room 179	Room 180	Room 181	Room 182
				186	X	
Room 183	Room 184	Room 185	Room 186	Room 187	Room 188	Room 189
		134	180	205	X	
Room 190	Room 191	Room 192	Room 193	Room 194	Room 195	Room 196
Room 197	Room 198	Room 199	Room 200	Room 201	Room 202	Room 203
Room 204	Room 205	Room 206	Room 207	Room 208	Room 209	Room 210
187						225
Room 211	Room 212	Room 213	Room 214	Room 215	Room 216	Room 217
X		X		X		
Room 218	Room 219	Room 220	Room 221	Room 222	Room 223	Room 224
Room 225	Room 226	Room 227	Room 228	Room 229	Room 230	Room 231
210	X		236			
Room 232	Room 233	Room 234	Room 235	Room 236	Room 237	Room 238
			X	227		
Room 239	Room 240	Room 241	Room 242	Room 243	Room 244	Room 245
			X	X	X	251
Room 246	Room 247	Room 248	Room 249	Room 250	Room 251	Room 252
12	X			1	245	
Room 253	Room 254	Room 255				



AERO THE ACRO-BAT

Level Select

Press **C, A, Right, Left, C, A, Right, Left** at the Start/Options screen. Next, start the game. When you feel like cheating, press **START** to pause and press **Up, C, Down, B, Left, A, Right, B**. While the game is still paused, hold **A** and **C** simultaneously to get the level-select menu.

Infinite Stars/No Collisions

Press **Left, Right, A, B, C, Left, Right, Up, Down, Left, Right** at the level-select screen.

"Infinite Stars" also lets you fly; just throw a star and press **Up** simultaneously.

DISNEY'S ALADDIN

Stage Skip

During the game, press **START** to pause, then press **A, B, B, A, A, B, B, A** to warp to the end of the current stage.

Cheat Menu

Choose "Options" at the title screen, then press **A, C, A, C, A, C, A, C, B, B, B** at the options menu. You'll be sent to the debug menu, with options for invincibility, stage-skipping and more.

BATTLETOADS/DOUBLE DRAGON

Secret Warps

Press **B, A, Down, B, Up, Down** at the character select screen for the Super Warp. Pick a character, then you can choose a starting level through Stage 5-2 and start the game with five lives.

Press **Down, Up, Up, Down, A, B, B, A** for the Mega Warp. Choose a starting level all the way through Stage 7 and start the game with ten lives.

BOOGERMAN

Passwords

LEVEL 1: Flatulent Swamps

Scab Creature, Abdominal Sewer Man, Puss Creature, Miner Goblin

BOSS 1: Hick Boy

Ghost, Nose Goblin, Ghost, Puss Creature

LEVEL 2: The Pits

Puss Creature, Scab Creature, Ghost, Boogerman

BOSS 2: Revolta

Troll, Miner Goblin, Nose Goblin, Ghost

LEVEL 3: Boogerville

Scab Creature, Ghost, Abdominal Sewer Man, Boogerman

BOSS 3: Flyboy

Boogerman, Puss Creature, Miner Goblin, Scab Creature

LEVEL 4A: Mucous Mountains

Nose Goblin, Scab Creature, Ghost, Troll

LEVEL 4B: Nasal Caverns

Nose Goblin, Puss Creature, Ogre, Scab Creature

BOSS 4: Deodor Ant

Ghost, Scab Creature, Troll, Miner Goblin

LEVEL 5: Pus Palace

Puss Creature, Boogerman, Ghost Puss Creature

FINAL BOSS: Boogmeister

Puss Creature, Abdominal Sewer Man, Boogerman, Miner Goblin

BUBSY II

Each of these cheats can be entered at the title screen.

All Levels Complete

Up, A, A, A, Down

Jump Frenzy

B, A, B, C

99 Diving Suits

B, Left, Up, B

99 Portable Holes

Right, Up, B, B

99 Smart Bombs

C, C, C, Up, Down, C

99 Nerf Ballzooka Shots

B, A, Left, Left

50 Lives

B, Up, B, B, A

Invulnerability

C, A, B, C, Up, Down

CASTLEVANIA BLOODLINES

Expert Level with Extra Lives

Set the BGM on "05" and the SE on "073". Then press **START** to exit the menu. Let the game go back to the "Press Start Button" screen and press **START** to take you to the "1P Start" screen. Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**, then go back into the "Options" menu to select the "Expert" level and start the game with nine lives.

CHUCK ROCK II

Level and Zone Skip

Press **START** to pause the game, then press **B, A, Right, A, C, Up, Down**, and **A**. The game will restart by itself. Pause the game again and hold **B** and **Right** to advance a level, or hold **A** and **Up** to skip the whole zone. If you want to go backwards, hold **A** and **Left** or **A** and **Down** to see where you've been.

CRUE BALL

Stage Select/Sound Test

Choose "Music Demo" and select the tune "Twisted Flipper." While those words are on the screen, press **A, C, A** and **B**, then start the game. Before you launch the ball, hold **Up** and press **B** to raise the "volume level" to the next stage, all the way up to level nine (hold **Down** and press **B** to lower the "volume"). With this code in place, you'll be able to enter a full sound test at any time during the game by pressing **A, B** and **C** together.

DAVID ROBINSON'S SUPREME COURT

Super-Short Games

Visit the "Options" menu and highlight "Minutes Per Quarter" option. You'll find that you can choose even shorter quarter lengths if you hold down the **A, B** and **C** buttons all the way down to 20 seconds.

DUNE: THE BATTLE FOR ARRAKIS

Passcodes

Conquer the worm and houses for control of the spice.

Atreides

- 2 Diplomatic
- 3 SpiceDance
- 4 EternalSun
- 5 DeftHunter
- 6 FairMentat
- 7 ASHLIKENNY
- 8 SonicBlast
- 9 DuneRunner

Harkonnen

- 2 Demolition
- 3 SpiceSatyr
- 4 BurningSun
- 5 DarkHunter
- 6 EvilMentat
- 7 IYSJOEBWAN
- 8 Devastator
- 9 DeathRuler

Ordos

- 2 Domination
- 3 SpiceSaber
- 4 ArrakisSun
- 5 ColdHunter
- 6 WilyMentat
- 7 SlyMelanie
- 8 StealthWar
- 9 PowerCrush

EARTHWORM JIM*Weapon Power-Up (once per level)*Pause the game and press **A, B, B, B, C, A, C, C**.*Energy Refill (once per level)*Pause the game and press **A, C, C, A, B, B, A, C**.*Skip to Level 2*Pause on Level 1 and press **Left, Right, A, B, C, Left, Right, A**.*David Perry's Private Cheat Mode*With the game paused, type in the code **A+Left, B, B, A, A+Right, B, B, A**. The screen with the shiny crew will pop up and then the main cheat menu. You can turn on invincibility, play any level, pause the game without having it go dark, or scroll around and look at the entire game map.*Plasma Recharge*With the game paused, type in the code **C+Down, A, B, C, A, B, A, C**. Jim will say "Cheater! Plasma!" Unpause the game for 9 plasma shots. Refill your plasma shots as much as you want.*Extra Continue*With the game paused, type in the code **A, B+Left, A, B, A, B, C, A**. Jim will say "Cheater!" Unpause the game for an extra end of game continue. You can only do this once.*Extra Jim*With the game paused, press **B+Up, B, A, C, A, A, A, A**. Jim will say "Cheater! Wheee Doggy!" Unpause the game for an extra Jim. Repeat the code as much as you want.*Weapon Recharge*With the game paused, type in the code **A, B, B, B, C, A, C, C**. Jim will say "Cheater! Yippee!" Unpause the game and your weapon will charge back up to 1000. Recharge as much as you want.*Skip Level 1*Pause the game. Press **Left, Right, A, B, C, Left, Right, A**. Jim will say "Cheater!" Unpause the game to go to Heck.**ECCO THE DOLPHIN***Super Cheat Menu!*To access a hidden cheat menu in *Ecco*, start the game and move Ecco left and right. Press **START** to pause the game while Ecco is moving—you have to catch him while he's facing you. Next, press **Right, B, C, B, C, Down, C, Up**. A top-secret menu will appear on the screen, offering such options as stage select, sound test, message test, invincibility and more!*Invincibility*After you input a valid password, press **START**, and you'll move to the screen that shows the name of the current level with your password displayed below it. Press and hold **A** and **START**, and hold those buttons down until Ecco appears on the screen. Press **START** to unpause, and you'll be completely invincible.**ESPN NATIONAL HOCKEY NIGHT***Extra Teams*Enter the code **Left, Right, C, A, B, B** at the game setup menu to gain access to Team Sony, Team ESPN, Team Republican and Team Democrat.*Brutal Menu*The code **C, Right, B, Right, C, Right** lets you have two more options when you "Turn Up the Heat."*Pong*The code **B, C, C, C, Up, Down** lets you play Pong using hockey players as paddles.*Octopong*The **A, C, B, Up, Right, Up** code adds some variation to the simple Pong code, by turning the Octopus into a puck.**EX-MUTANTS***Cheat Menu*Go to the "Options Screen" and set the "Music" to 05 and the "Sound FX" to 21. Highlight "Exit," then press and hold **A, B** and **C** while pressing **START**.**F-15 STRIKE EAGLE II***Hidden Re-Supply Option*Choose "See Credits" from the "Options" menu. At the credit screen, press **Up, Left, Down, Right, Up, Right, Down, Left, Up**. Start the game to find a new option called "Re-Supply." Use it to boost your weapons, fuel and decoys back to the maximum allowed for the difficulty level.**FATAL FURY***Victory Counter*Choose "Control" from the option menu then highlight the "Point" option. Hold **B** and set the point value to zero. Do this for both players, then start a two-player "VS." battle. Your point globes will be replaced by five-digit counters that count how many rounds you've won without ever ending a battle.**GENERAL CHAOS***Secret Cheat Mode*You need two controllers to access the cheat mode. First, pause the game. Press and hold buttons **A** and **B** on Controller 1 and button **C** on Controller 2 at the same time; you'll hear a bubbling sound to confirm the code. Now, while the game is paused, you can access any of the following features:*Maximum Medics*Press and hold **A** and **C** on Controller 1 and **B** and **Down** on Controller 2.*Battle Advance*Press and hold **A, C** and **Up** on Controller 1 and **B** on Controller 2.*Full-Scale War Advance*Press and hold **A, C** and **Down** on Controller 1 and **B** on Controller 2. Note that these cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, simply reverse the commands; e.g. for max medics, press **A+C** on Controller 2 and **B+Down** on Controller 1.**THE INCREDIBLE HULK***Hulk-Out Moves*

These moves will not work until you achieve Hulk-Out status in the game.

Bear Hug: Grab enemy, then press **A**.Pile Driver: Grab enemy, then press **A+B**.Shoulder Charge: **Forward, Forward, C, Forward**.**JENNIFER CAPRIATI TENNIS***New Players*

To choose from an all-new line-up of 24 tennis champs, 12 women and 12 men, enter the password "GRAND.SLAM" (you must enter a period between the two words and fill up the rest of the password with periods.)

Secret Configuration Mode!

Input the password "CON FIG" and fill up the rest of the spaces with periods. You'll access a hidden "Configuration Mode" menu.

THE JUNGLE BOOK*Extra Stuff/Warps*

Each of the following codes should be entered when the game is paused.

Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** to reset the timer, health meter and weapons supplies.To warp to the final boss in the game, Shere Khan, press **A, C, A, C, A, C, A, C, B, B, B, B**.To reset the timer so that you only have 10 seconds left, use the code **A, B, B, A, A, B, B, A**.For some surreal fun, punch in **L, A, R, D, B, A, L, L, C, R, U, D** at the pause screen. The game will reset and you'll find that when you restart the game, all of the characters on-screen will be upside down.Start next to Baloo by pressing **B, A, L, U, U**.Start next to Kaa by pressing **C, A, A, B, C, A, A**.Try **A, B, B, A, C, A, B, 1B** several times to change the screen into

different colors. The last color in the series will be blood red!

To skip to the next level, press **B, A, A, B, B, A, A, B, B, A, A, B, B, A**. You'll be able to see all of the levels in the game.

To see the end of the game, enter the code **B, A, Down, C, A, Right, Left, A, Right, Down**.

To start next to King Louie, press **Left, Up, A, Left, Up, A**.

To start next to the Witch Doctor Monkeys, type in **Right, A, Down, B, A, Down**.

Debug Menu

On the first level, run all the way to the right until you reach the briar patch. You'll know you got there when Mowgli recoils from the edge of the precipice. Jump into the canyon, but pause the game right before you're about to die. With the game paused, enter the code **B, A, Down, C, Right, A, B, Left, A, Right, Down, B, A, Left, Left, C, Up, Right, Left**. The screen will immediately change to the Debug Menu, with a level select and eight different debug features that you can change.

Map View Mode: Lets you scroll around the level to see all the different areas.

No Energy Loss: Your energy meter will go down, but you won't die.

Infinite Lives: Self-explanatory.

Infinite Time: If you don't understand this, you are dumb.

Single Gem Mode: You only need to find one gem to complete a level.

Force Bonus Level: You'll get a bonus level after each round.

Palette Editor: Weird numbers show up on-screen.

Solid Floor: You won't fall into any chasms.

JORDAN VS. BIRD: SUPER ONE-ON-ONE

Extra Time

Press **START** to pause the game when the clock reaches 00:00 in the timed "One-on-One" mode, then press **A** to call a timeout. The game will continue with 36 minutes on the clock.

JURASSIC PARK

Super Cheat Mode!

Enter the password "NYUKNYUK". Press **START** and the message "SECOND CONTROLLER ENABLED" will appear on the screen. Now you can exit from the password screen, or enter any valid password to start the game. You can press the **B** button on Controller 2 to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold **A** on Controller 2, and you'll be in slow-motion mode. This cheat allows you to use the D-pad on controller two to move your character anywhere, even through walls, floors and ceilings.

Password Trick

Use the following password formula to start on any stage:

JP_0_ARK

Change the parameters of this password by entering different characters in the third and fifth positions. Enter "G" as the third character in the above password to play as Grant, or use "R" to play as the Raptor. Choose your starting stage by entering a number in the fifth position of the above password. Use "1" through "7" for Grant, or "1" through "5" for the Raptor.

Stage-Select/Sound Test Menu

Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("←" or "→"), then press and hold **A, B, C** and **START** one button at a time, in that exact order. The "SECOND CONTROLLER ENABLED" message will appear. If you highlight "EXIT" and press any button, then start the game, you'll get a hidden stage-select menu with a bonus sound test.

JUNGLE STRIKE

Super Cheat Passwords

These codes will start you at any mission with ten lives and all of the co-pilots rescued.

RXVWT74S6KB—Campaign 2

9WT7NL6MHBV—Campaign 3

X7NL4SHPG94—Campaign 4

VL4S6MGCZVH—Campaign 5

WS6MHPZJFTZ—Campaign 6

TMHPGCFDYN3—Campaign 7

7PGCZJYK34X—Campaign 8

NCZJFD3BR67—Campaign 9

LOTUS II

Hidden Pod Game

Go to the set-up screen, change the name of Player One to "**POD PLEASE**" and press **B**. (Note: Enter the code in the box for Player One's name, NOT in the password box.) Now start the game and you'll warp to a hidden shoot-'em-up for one or two players.

LOTUS TURBO CHALLENGE

Password Cheats

If you enter "MANSELL" as your password, you'll always advance to the next stage. The password "SLUGPACE" will give you a super-powered Lotus with a top speed of 176 mph.

MARIO LEMIEUX HOCKEY

Change Team Skills

Enter the password "ABRA CADA BRA2" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, you can press **Up** or **Down** on the control pad to highlight any skill of your team or your opponent's team, and press **A** or **B** to change that skill.

Play on Black Ice

Enter the password "CEME NTBL ADES" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Start the game, and you'll be playing on dark-colored ice.

MICKY MANIA

Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think....". Now highlight the **EXIT** option and hold the D-pad to the **Left** for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MICRO MACHINES

Super Cheats!

Press **B, Down, C, Down, Up, Down, Left, Down** while the game is paused to earn infinite lives.

Press **Up, Down, A, B, Left, Right, C** while paused for a faster vehicle; you'll notice a higher top speed.

Press **Left, Right, Left, Right, Up, Down, START, Down** while paused for a higher difficulty level.

Press **Left, Down, Up, Down, Right, Down, A, Down** while paused for a *much* higher difficulty level.

Press **A, Up, B, Down, C, Left, START, Right** while paused for extra traction/better handling.

Press **C, Up, Left, Right, A, B, A, C** while paused to give you extra crash power. (When you crash into another car you'll send it halfway across the screen.)

MORTAL KOMBAT

Arcade Mode

Wait for the screen which says, "The word 'code' has many different definitions," etc. Press **A, B, A, C, A, B, B**. You'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A," with all fatalities and blood effects intact.

Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing the following buttons: **Down, Up, Left, Left, A, Right, Down**. A third menu item called "Cheat Enabled" will appear. Highlight this new option and press **START**; you'll get a hidden configuration menu that gives you the power to seriously modify the game.

MORTAL KOMBAT II*Test Modes*

At the options menu, put the cursor on "DONE!" and press **Left, Down, Left, Right, Down, Right, Left, Left, Right, Right**. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put either character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more.

Fergality!?

At the Test Modes menu, set the Background to 6 and turn on the "Oooh, Nasty!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press **Away, Away, Away, Block**. That weird character is Fergus McGovern of Probe Software, developer of the Genesis version of *MKII*.

NBA JAM*Special Guest Players*

To access hidden characters, enter your initials as follows.
 Mark Turmell: Enter MJ, highlight T, hold **START** and press **A**.
 Sal DiVita: Enter SA, highlight L, hold **START** and press **C**.
 Jamie Rivett: Enter RJ, highlight R, hold **START** and press **B**.
 Bill Clinton: Enter AR, highlight K, hold **START** and press **A**.
 Al Gore: Enter NE, highlight T, hold **START** and press **B**.
 Dan "Weasel" Feinstein: Enter SA, highlight X, hold **START** and press **C**.
 Asif "Chow-Chow" Chaudhri: Enter CA, highlight R, hold **START** and press **C**.
 Tom "Scruff" Rademacher: Enter RO, highlight D, hold **START** and press **B**.
 Eric "Kabuki" Kuby: Enter QB, highlight " " (the space character), hold **START** and press **A**.
 Eric "Air Dog" Samulski: Enter AI, highlight R, hold **START** and press **A**.
 Warren Moon: Enter UW, highlight " " (the space character), hold **START** and press **A**.
 George "P-Funk" Clinton: Enter DI, highlight S, hold **START** and press **C**.
Secret Power-Ups
 Each of the following cheats should be performed at the pregame screen that says "Tonight's Match-Up."
 Show Shot Percentage: Press **A**, then press and hold **A, B** and **Down** until the tip-off.
 "Juice Mode": Press **A** 13 times, then press and hold **B** and **C** until the tip-off.
 Power-Up Intercept: Rotate the D-pad 360° and press the **B** button 14 times.
 Power-Up Defense: Press **A** five times.
 Power-Up Turbo: Press **A** 13 times, then press and hold **A, B** and **C** until the tip-off.
 Power-Up Fire: Press **B** seven times, then press and hold **B, C** and **Up** until the tip-off.
 Power-Up Dunks: Rotate the D-pad 360° and press the **B** button 13 times.

NBA JAM TOURNAMENT EDITION*Secret Characters*

To enter each code, you must enter the initials shown, along with an appropriate button and the **START** button.
Larry Bird
 To play as Larry Bird, put the cursor on **B**, hold **START** and press **A**...then put the cursor on **R**, hold **START** and press **C**...then put the cursor on **D**, hold **START** and press **A**.
Chow-Chow
 Initials: AMX
 Code: NAC
Gorilla Mascot
 Initials: GOR
 Code: NBB

NBA LIVE '95*NBA Golf*

Start an exhibition game and choose teams. Go to the player selection screen and push **Up** on the D-pad. The words "Player 1" will change to "Start New." Press **START** to get to the password screen. On the password screen type in "REFLOG." That's GOLFER spelled backwards. You'll get a playable demo of a golf game.

NHL '95*30-Second Periods*

When the Controller Configuration screen comes up, hold down **A, C** and **START**, then release. The Scouting Report screen will come up, so press and hold **A, C** and **START** again. On the next screen, choose Abort Game. This will bring you back to the main menu. The Period Length will now say 30 seconds.

NHLPA HOCKEY '93*Scoring Spot*

Skate past the blue line, slightly to the left of the opponent's goal (slightly to the right if you're skating downward). Press up and left for just a moment, then quickly use a slap shot up and right. (Make the directions up/right then up/left if you're skating downward.) You shoot, you score.

OUTRUN 2019*Music Select*

Hold the **C** button and press **START** at the "Stage Select" screen. This brings up a music menu; you'll have six techno tunes to choose from.

PAC-MAN 2: THE NEW ADVENTURES*Original Pac-Man and Pac Jr.*

Enter the code **PCMNORG** at the password screen to play the original *Pac-Man*.
 Enter the code **PCJRDPW** at the password screen to play *Pac Jr.*

Sound Test

Enter **SO*NDTP**.

Pattern Test

Enter **P*TT*RN**.

Time Trial

Enter **TR**LMP** for the Time Trial.

PETE SAMPRAS TENNIS*New Tours*

Choose World Tour in the Game Options Menu. Choose a player but do not enter your name. When it asks if you have a password, choose "Yes" to take you to the password screen. Enter the word "ZEPPELIN," and then choose "End." This will take you back to the Game Options Menu where you will have two new menu options: "Crazy" and "Huge Tour."

THE PIRATES OF DARK WATER*Stage Passwords*

Enter the password "DSILLER" to start the game with the full sword. If you want to skip stages, try some of these other passcodes:

IITBDIA—Port of Citadel

NCOOKIE—Citadel to Port

RITAZIM—Port to Citadel

JESSICA—Citadel to Mountains

ALEXISK—Port to Mountains

SCOOBYD—Mountains to Janda

STOYODA—Andorus to Bridge

TADSHIM—Bridge to Andorus (full sword)

ALARTUS—Andorus to Maelstrom

DARRINS—Bridge to Maelstrom (full sword)

MALCOLM—Maelstrom to Caverns (full sword)

PINK PANTHER IN PINK GOES TO HOLLYWOOD

Top-Secret Cheats

First, plug in two controllers. Hold **A** and **C** on Controller 1 and **B** on Controller 2, then turn the Genesis on. Start the game, then press **START** to pause. Press **A** on Controller 1 to refill your health meter, **B** on Controller 1 to become invincible or **C** on Controller 1 to bring up a stage-select menu.

PITFALL: THE MAYAN ADVENTURE

Stage Select

At the title screen press **B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up** (That's BRAD RUB LAURA U). The stage select will appear above the words "Start," "Info," and "Options." Press **Up** or **Down** on the D-Pad to switch levels. Start the game.

9 Lives

At the title screen, press **Right, A, Down, B, Right, A, B, Up, Down**. Start the game.

99 Weapons Power-Up

At the title screen, press **Right, A, Down, B, Right, A, B, Up, Down**. Start the game. You'll have the max amounts of all weapons.

Go to the ABC Simon Game

At the title screen, press **B, A, Down, C, Right, A, B** (BAD CRAB). You'll skip to the ABC Simon game.

Direct to 2600 Pitfall

Press **Down**, then press the **A** button 26 times and press **Down** again. You'll go directly to the original 2600 version of Pitfall.

POWER MONGER

Conquest Password

Select the "Restore Conquest" option and enter the password **2MNOA2WSD**. Now select the "Continue Conquest" option and you'll find every one of the 195 territories on the map can be selected.

RADICAL REX

Stage Select

At the Title Screen, enter **A, C, Down, Right, Up, B** on Controller 2.

RED ZONE

Mission Skip

Mission 1: **ACCCBCABBAB**

Mission 2: **ABACBCBCABA**

Mission 3: **ACCCBCABBBA**

Mission 4: **ABACBCBCACC**

Mission 5: **BAAABBBCCBB**

Mission 6: **ABBABCAABCA**

Mission 7: **BAAABBCAAAA**

Mission 8: **ABBABCAACAC**

Mission Skip and Invincibility

Mission 1: **BAABAACBCBA**

Mission 2: **ABBBABACBBC**

Mission 3: **BAABAACBCBA**

Mission 4: **ABBBABACBAC**

Mission 5: **BAACAABAACA**

Mission 6: **ABBCAACACCC**

Mission 7: **BAACAABAABA**

Mission 8: **ABBCAACACBC**

Secret Asteroids Game

If both controllers are hooked up when you enter the code, the game will be two-player. Enter **ABCACACBCAC**.

RINGS OF POWER

Nude Code

Plug in the second controller and hold down **A, B, C, START**, and put the joypad into the **Down/Right** position while the Genesis is still off. While holding all those buttons down, turn on the machine and stand back. You might get splashed!

EARTH IS URTH.



MAN IS GRUB.



ROBOCOP VERSUS THE TERMINATOR

MA-17 Code

During the MA-13 game, all of the enemies are male. To change things, press **C, B, A, B, B, A, B, B, C, B, B, C, C, B, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C, A** while paused. Now the game includes lady killers, skeletons afire, and a new "Game Over" message.

54 Lives

Press **C, C, A, A, B, B, C, C, A, A, B, B** while the game is paused. You'll find a secret level and earn 54 lives.

Weapons Select

Press **B, A, C, C, C, A, B, B, A, C, C, C, A, B** while paused. Next, start the game again and hold **Down+A+B+C** to choose different weapons.

TURBOCOP Mode

Press **A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C, B** while paused. Now you can do mega-jumps and rip through the levels as "Turbocop."

Immortality Level

Once you've entered the TURBOCOP Mode, start the "Trainer" level and move Robocop all the way to the left. Hold **Up** and press **C** to jump. You'll get a message from the game's designer's that you have found the "Immortality Level."

Drop Through the Floor

Pause the game and press **A, B, C, C, C, B, A**. Hold **Down** on the D-pad and press **C** to drop down to the next level.

SHAQ FU

Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Mephis, 2=Sett, 3=Nezu, 4=Kaori, 5=Beast, 6=Auroch, 7=Voodoo, 8=Colonel, 9=Diesel, 10=Leotsu, 11=Rajah, 12=Shaq. Then, while still at the Options screen, *quickly* press **Up, Down, B, Left, Right**,

B. The screen will flash to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

Blood Code

At the Options screen, *quickly* press **A, B, C, C, B, A**. The screen will flash; now there's blood in the game.

SHINING FORCE II

Configuration Mode

As the Sega logo starts to appear, quickly press **Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B**. If you want to use the cheat with a game that's saved in the cartridge's battery-backed memory, choose the "CONT" option and choose your name. After the old witch repeats your name and says, "...yes! I knew it!" hold the **START** button and press **A, B** or **C**. If you'll be using the cheat with a new game, choose "START" and enter your name. When the witch asks, "Nice name, huh?" hold **START** and press **A, B** or **C** to get four new configuration options:

- Special Turbo: Answer "Yes" to speed up the game's menus and picture windows.
- Control Opponent: Say "Yes" and you'll be able to control your enemies during the game's combat sequences.
- Auto Battle: The opposite of "Control Opponent," this option speeds up and simplifies combat by allowing the computer to control your players during battle.
- Game Completed: This option will modify your adventure as if you've already beaten the game once.

SHINOBI III: RETURN OF THE NINJA MASTER

Infinite Shuriken

Visit the "Options" menu and change the "S.E." (sound effect) setting to "Shurikin" [sic]. Next, move up to the "Shurikins" [sic] setting and change it to read "00". Wait a few seconds, and the double-zero will

THE GODS ARE ANGRY.



RAGE IS HOME.



(PRIMAL RAGE, COMING TO YOUR HOUSE AUGUST 25, 1995.)

Sega™ Genesis™
Sega™ Game Gear™
Super NES™
Nintendo® Game Boy®
PC-CD ROM



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turn into an infinity symbol.

Invincibility Code

Choose "Options" from the title screen and highlight the "Music" option. Choose the tune called "HE RUNS" and press **B** to listen to it, then play "JAPONESQUE," "SHINOBI WALK," "SAKURA" and "GETUFU" the same way. If you pressed **B** at each song and played them in the correct order, you should have heard a brief tone when you hit **B** at the last tune; the invincibility code is in place.

SKITCHIN'

Hidden Warp

To get the "Warp Bonus" on the "Race Stats" screen, look for fallen speed limit signs. If there is a billboard right behind the fallen sign, skate over to the billboard and jump into it to warp to a different stage.

SONIC THE HEDGEHOG

Stage Select

At the title screen, press **Up, Down, Left, Right**. You'll hear a chime. Now hold the **A** button and press **START** to get the stage-select menu.

SONIC THE HEDGEHOG 2

Stage Select

At the "Sound Test" menu, listen to sounds 19, 65, 9 and 17. Next, Hold **A** and press **START** at the title screen.

Chaos Emeralds Cheat

At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 4, 1, 2 and 6 to give you all of the Chaos Emeralds. Now you can grab 50 rings and jump to change into Super Sonic.

SONIC THE HEDGEHOG 3

Sound Test, Debug, Slo-Mo, Shaded Sonic

To access *Sonic's* stage select, punch in the code **Up, Up, Down, Down, Up, Up, Up, Up** when the blurry Sonic cartoon comes up right before the title screen. A chime will sound, but you really have to listen for it because the music at this part of the game is super loud. To be sure that you've done it right, scroll down the menu at the title screen and you will find a new menu item called "Sound Test." Enter "Sound Test" and you'll find a list of Sonic's levels. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option.

To reach the debug feature that allows you to cruise through all parts of the level, highlight one of the working *Sonic 3* levels at the stage-select menu, hold the **A** button and press **START**. While you're in the game, use the **B** button to access the Debug feature. Hit **A** to scroll through all of the Debug items and **C** to place them.

SONIC & KNUCKLES

Secret Bonus Levels

Plug any Genesis cartridge into the top of *Sonic & Knuckles*. If the screen says "No Way! No Way?", press **A+B+C** to access randomly-generated sphere bonus levels.

STREET FIGHTER II SPECIAL CHAMPION EDITION

Six and Three-Button Cheats

SIX-BUTTON CODE: **Down, Z, Up, X, A, Y, B, C**

THREE-BUTTON CODE: **Down, C, Up, A, A, B, B, C**

Use these codes while the "CAPCOM" logo is appearing to enable special moves only, when the building is fading out to get "Hyper" speed in "Champion" mode or at the "Battle Mode Select" screen to allow both players to choose the same character in Battle Mode.

STREETS OF RAGE 2

Play Same Character

At the title screen, press and hold **Right** and **B** on Controller 1, press and hold **Left** and **A** on Controller Two, then continue to hold those buttons while you press **C** on Controller Two. Choose the "2 Players" game and you'll find that both players can pick the same character!

SUNSET RIDERS

99 Continues

Choose "OPTIONS" from the title screen and set the "SOUND" to "0E", then press **A** to listen to the sound. Next, choose "EXIT" to return to the title screen and start the game. At the "SELECT YOUR PLAYER" screen, pick a character and press **A**; then, when your character looks up, quickly press the **A, B** and **C** buttons at the same time and release them. You'll start the game with 99 credits in reserve.

SYLVESTER AND TWEETY IN CAGEY CAPERS

Looney Cheats

Each of these commands should be performed at the Stage Prop screen, which appears when you press **START** during the game.

- Extra Time—Press **START** to pause, then press **Up, A, B, C, C, A, Up, C, C, C, Up**. The clock will be reset to zero.
- Extra Energy—Press **START** to pause, then press **A, A, A, B, B, A, B, C**. Sylvester's health will be restored.
- Extra Points—Press **START** to pause, then press **C, C, C, C, B, C, A, A, C, B, A** to increase your score by 10,000.
- Extra Continues—Press **START** to pause, then press **Right, Left, A, A, B, Up, C, A, B, B, C** to add an extra continue to your reserve. Repeat whenever necessary to keep your continues maxed out.
- Invincibility—Press **START** to pause, then press **B, B, Up, A, Left, Right, Down, Right, B, B, C** for temporary invincibility.
- Skip Train Level—In the game's third level, "Mayhem Express," you can pause the game and press **C, C, B, C, A, B, C, A, B, C, Down** and unpause to skip to the next stage.
- See End Credits—To skip to the end of the game and see the credits, press **START** to pause and press **Down, Right, A, B, B, B, C, C, B, A, A**.

T2: THE ARCADE GAME

Unlimited Firepower

Use rapid-fire for the button that fires the gun and you have unlimited firepower because the gun never overheats. If you don't have a rapid-fire controller, just tap the button rapidly.

Get the Good Ending

The ending you get depends on how well you do in Level 5 (Cyberdyne Systems). In this level, you have to take the damage counter at the top of screen to zero by destroying every piece of equipment on the screen: computers, desks, lockers, you name it. If the counter doesn't reach zero by the end of the level, Cyberdyne Systems still exists and you get the "bad" ending. Take the counter to zero and you get the "good" ending, which is almost the same except for upbeat text instead of a depressing message.

TAZ-MANIA

Super Cheats

At the title screen, hold **A, B** and **C** on both controllers while pressing **START** on controller one. You should hear a chime. Next, start the game. Press **A** while the game is paused, and your health meter will be refilled when you unpause. Pressing **B** while the game is paused gives you partial invincibility. Press **C** while paused to see the number of the current stage, which can be changed by pressing **Left** or **Right** on the control pad. Change to a different stage number, and you'll be warped directly to that stage when you press the **START** button.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Ultra Desperation Attacks

When your character's energy is low enough that your life bar starts flashing, try one of the following desperation moves. They'll give you the added strength to pull off a mighty comeback. With the exception of April and Casey, all desperation moves can be done no matter what your distance is from your opponent; for April and Casey you have to be in close.

Leonardo: **←→↓↘+C**

Michaelangelo: **→←↙↓+C**

Donatello: →←↓+C
 Raphael: ←→↓+C
 Casey Jones: →←→+C (in close)
 Ray Fillet: ←→↓+C
 April O'Neil: ←←↓→+C (in close)
 Sisyphus: ←→↓+C

TOUGHMAN CONTEST

Each of the following codes should be entered at the password screen. If you've entered the code correctly, the name of the cheat will show up at the game set-up menu.

Director's Cut

Enter the password **RUBE**. Start the game. Fighter 2 is headless and bleeding.

Stealth Mode

Enter the password **FQSTER**. Start the game. Fighter 2 is the Noob Saibot of *Toughman Boxing*.

To the Death Mode

Enter the password **2LT**. Start the game. Time is infinite. The first fighter to get three knock-downs wins.

Caffeinated Mode

Enter the password **HYPER**. The game is played at double speed.

Iron Man Mode

Enter the password **MAXX**. Fighter 1 takes no damage. Use this to try to finish the game, but remember that the CPU can still beat you on points, so you are not guaranteed victory.

All The Moves

Enter the password **MRBUCKEYE**. Start the game. You can throw all of the power punches no matter what fighter configuration you set up.

Little Napoleon

Enter the password **WEASEL**. Fighter 2 will be drawn 32 pixels shorter than normal. Don't try for the temples because you can only hit him with body shots.

Whoop Ass Mode

Enter the password **SUPERG**. Start the game. The CPU difficulty is as high as you can get. The CPU will probably beat you.

Nuclear Waste Man

Enter the password **NUCLEAR**. Start the game. Your opponent is glowing with nuclear waste.

TYRANTS

Hidden Sinistar Game!

To play a hidden game that's based on the classic Williams shoot-'em-up, *Sinistar*, choose "LOAD/SAVE" from the "OPTIONS" menu and enter "JOOLS" as your password. Use the **B** button to shoot at your enemies and use the **C** button to fire the Sinibombs.

URBAN STRIKE

Passwords

Baja Oil Rigs: **CNHLGBR4NBF**
 Inside Main Oil Rig: **ZLGBWD3PFZD**
 Mexico: **BWDR6MJYNM**
 San Francisco: **NDR63P7VZLT**
 Alcatraz: **H63PMJT4SYL**
 New York: **LPMJ7VSXFZR**
 Las Vegas: **GJ7VT4FKYNM**
 Casino: **BVT4SXYCZLT**
 Vegas Underground: **WR63PMT4SYL**

Special Passwords

To begin the game with 10 lives and no co-pilots missing, enter the password **YCZ9NHLGBT7**.

To begin the game in Mexico with 16 lives, enter the password **9G6T9BR6S3V**.

WIZ 'N' LIZ

Cheat Passwords

To fight against any of the screen-filling monster bosses in *Wiz 'n'*

Liz, enter the password **TCDT GBBS**. Other interesting passwords include **BBBB BBBB**, **TTTT TTTT**, **CBSK LGQD** and **MQHS PKDN**. The password **MGTP GLLS** will take you to the last round of the final level.

Open Shop/Star Bonus

To start the game with the shop open and 100 stars to spend, simply hold the **START** button and press **C** while entering the last letter of any valid password.

Shop Discounts

When entering the shop to buy fruits or vegetables, hold **START** and press **C** while the word "BUY" is highlighted. You'll find that the cost of all items has been cut in half.

Bonus Round Cheat

When you've completed the first round of any land with more than one round in it, wait for the words "PUSH START BUTTON!" and "YEAH!" to flash on the screen. Hold **A** and **C** and press **START** to begin the second round, and all of the "BONUS" letters will light up, allowing you to enter the bonus round after you've completed that land. (Note: this trick doesn't work on every level, so experiment with it to find when it can be used.)

Time Ball Release

Hold **Up** and press **A** to release the time ball during the game. You can only use this once per round, and if you do it too often, it gets harder to find each time.

New Difficulty Level!

When the Sega logo comes up on the screen, hold the **A**, **B** and **C** buttons down and press the **START** button **twice**. You'll hear a voice shout "Yeah!" Now go to the options screen and highlight the difficulty level; you'll find that a new setting has been revealed, the "Super Wizard" level!

VIRTUA RACING

Backwards Tracks!

This code lets you race on three "new" courses which are actually just the three normal courses run in reverse. To do the cheat, hold down **A**, **B**, and **Up** when the Sega logo comes on the screen. While continuing to hold **A**, **B**, and **Up**, press and hold the **START** button until the demo screen comes on. Let go of all the buttons and press the **START** button again to get to the "Mode Select" screen, where you'll find a new option that shows the words "Virtua Racing" in reverse.

X-MEN

Stage Select and Other Cheats

Disconnect Controller 2 from your Genesis before you turn the power on. At the title screen, press and hold **A**, **C**, and **Down** on the direction pad and hit **START**. Do not just press **A** and **C**; press **A**, **C**, and **Down**. Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit **START**. Disconnect the controller again and plug it into the Controller 1 socket; hit **START** to choose a difficulty level and complete the code. Choose a character and walk to the right. You'll see eight panels on the wall; each panel represents a starting stage. Crouch down in front of a panel and press the **C** button to warp directly to the corresponding stage.

With this code in place, you can also refill your Health and Mutant Ability meters at any time simply by pressing **START** to pause the game. You can also summon Rogue, Archangel, Iceman or Storm as many times as you want to!

Mojo's Crunch Tip

Play through the level, find Mojo, and defeat him. Then keep going to the right until you find the Danger Room exit floating in the air. (It looks kind of like a computer.) It's not a real exit, so jump and hit the exit to blow it up. Now here comes the stupid part: to reset the computer and finish the level, you have to press the **RESET** button on your Genesis. When you hit **RESET**, the screen fills up with binary code, the computer resets (but not your Genesis), and you get to play the final level.

AERO THE ACRO-BAT

Five Continues

Press **X, Y, B, A, X, A, B, Y, Up, L** at the title screen.

Nine Continues

Press **X, Y, B, A, X, A, B, Y, Up, R** at the title screen.

Level Select/Skip

At the Start/Options screen, press **D, A, D, Y, D, A, D, Y** and listen for the machine gun. Then, at any time during the game hit **START** to pause, then press **Up, X, Down, B, Left, Y, Right, A, L, R**. A jingle will sound. Now you can skip any stage by pressing the **SELECT** button while the game is paused. To access the level-select menu, press **SELECT** while the game is paused to skip as described above. Then, when the Bonus Point Countdown screen appears, press the **R** button and hold it down. The level-select screen will then appear.

Infinite Stars/No Enemy Collisions!

To enable extra cheats, enter the code **L, R, X, B, Left, Up, Right, Down, Y, A** at the level-select screen. This gives you a modified level-select menu with added options.

To get infinite stars, press **A, Y, L, Up, Down, R, A, Y, Right, Left** at the modified stage-select menu. Now the "Infinite Stars" option can be turned on and off.

To get the "No Enemy Collision" option to work, press **Down, A, Y, R, Y, B, Up, L, Y, A** at the modified stage-select screen.

ALIEN VS. PREDATOR

Stage Select

At the title screen, press **SELECT** to access the "Config Mode," then press **START**. Next, at the Option Menu, hold buttons **X, A, L** and **R** on Controller 2 and press **START** on Controller 1. A hidden Stage Select menu will appear.

BATTLETOADS IN BATTLEMANIACS

Extra Lives and Continues

At the title screen, hold **A, B** and **Down** and press **START**. A flash of red will appear on the screen that shows the *Battletoads* flag. You can now start the game with five lives and five continues.

BUBSY II

Enter each of the following codes at the title screen. You will hear a noise to indicate that you've done the code correctly.

All Levels Complete

Up, A, A, A, Down

Jump Frenzy

B, A, B, Y

99 Diving Suits

B, Left, Up, B

99 Portable Holes

Right, Up, SELECT, SELECT

99 Smart Bombs

X, X, Up, Down, X

99 Nerf Ballzooka Shots

B, A, Left, Left

50 Lives

B, Up, B, SELECT, Y

Invulnerability

X, A, B, Y, Up, Down

CACOMA KNIGHT IN BIZYLAND

Secret Cheat Menu

At the player select screen—the one that says "1P VS COM," etc.—press **Up, Up, Down, Down, Right, Left, Right, Left, B, A** on Controller 1. You'll hear a bell, and a "Special Presents" menu will appear. Now you can set the number of lives or credits and choose a starting stage.

CLAY FIGHTER 2: JUDGMENT CLAY

Turbo Play Mode

At the Game Start screen, hold the **Y** button and press **L, L, R,**

Down, Left, R. Now you can turn the speed up to 10 in the Options menu.

Secret Characters

To access a secret character, you must enter the appropriate code shown below at the Game Start/Vs Mode/Tournament/Options screen.

Butch: Hold the **L** button and press **X, R, A, X, R, R**.

Ice: Hold the **B** button and press **Up, L, L, L, Right**.

Slyck: Hold the **Y** button and press **L, L, Up, L, Left, R**.

Spike: Hold the **R** button and press **X, B, B, A, Y, Left, A**.

Peelgood: Hold the D-pad diagonally in the **Down/Left** position and press **B, Y, Y, A, Y**.

Sarge: Hold the **X** button and press **L, L, Up, Down, Left, Down**.

Jack: Hold the D-pad **Up** and press **X, A, R, R, Y, A**.

Thunder: Hold the D-pad diagonally in the **Up/Left** position and press **Y, B, X, B, B, X, A**.

CYBERNATOR

Extra Continues

At the title screen, highlight the word "Option" and then press and hold **Up, L, R** and **START** to begin the game. When you're killed and reach the "Continue?" screen, you'll find that the number of credits has doubled, from three to six.

Napalm Gun

When the game starts, hurry through the first level without shooting or punching anything—your score must be zero when you reach the "power unit." Next, destroy the power unit without hitting the gun turrets on the left and right. Your score should read "2800" when you finish off the power unit. At the start of the second stage, cycle through your available weapons with the **X** button and you'll find that you have acquired a super-powerful "Napalm" gun.

THE DEATH AND RETURN OF SUPERMAN

Cheat Mode

Go to the "Sound Test" at the Game Options menu and listen to the following sounds in order: **0B, 29, 2C** and **05**. Exit the Options menu and start the game. When you get into trouble, press **A+B+X+Y** to refill your lives, energy and special attack. To skip to the next level at any time, hold **A+B+X+Y** and press **SELECT**.

DISNEY'S ALADDIN

Stage Select

At the Options Screen quickly enter **L, R, SELECT, X, Y, A**, and **B** on Controller 2. You'll hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press Left or Right on Controller 1 to select stages.

DONKEY KONG COUNTRY

101% Complete

An exclamation point (!) at the end of each level means you've found all the secret stuff. When every level has been completed with an exclamation point (!), you'll have finished 101% of the game.

Mid-air Jump

Rolling off a cliff and jumping in mid-air will give you extra distance for exceptionally long jumps. You just have to time it right.

50 Lives

Highlight "Erase Game" and enter the code **B, A, R, R, A, L (BAR-RAL)**. You'll hear a chime.

Music Test

Highlight "Erase Game" and enter the code **Down, A, R, B, Y, Down, A, Y (DARBY DAY)**. You'll hear a chime. Use the **SELECT** button to cycle through the sounds.

Two Player Competition

Highlight "Erase Game" and enter the code **B, A, Down, B, Up, Down, Down, Y (BAD BUDDY)**. You'll hear a chime. Now you can steal the character control from your partner at any time during the game.

Practice Bonus Rounds

Enter **Down, Y, Down, Down, Y (DYDDY)** during the game's intro.

EARTHWORM JIM*Energy Refill (once per level)*Pause the game and press **A, B, X, Y, Y, X, B, A**.*Skip to Stage 2*Pause during Stage 1 and press **Y, X, Y, X, A, B, A, X**.*Nick Jones Code*Pause the game and press **Y, A, B, B, A, Y, A, B**.*Debug Menu*Pause the game, hold **Left** and press **A**, then release both and press **B, X, A, A, B, X, A**. The cheat menu gives you a stage select, invincibility and other options.**EXTRA INNINGS***Hidden Scenes/Sound Test*Go to the "Mode Select" screen, hold the **L** and **R** buttons and press **START, Y** or **B**. You'll get a different screen depending on which option is highlighted. Highlight "Edit Team 2," "Set Up" or "Watch" and do the trick to access a sound test.**F-1 ROC II RACE OF CHAMPIONS***Track Select*Use **Controller 2** at the "Notice" screen that appears when you turn the game on. The screen is only up for a few seconds so you have to do all of the codes quickly. Press **A** four times and **B** 14 times. The number "1000" will appear in the upper left corner of the screen. Begin a race in "Grand Prix" mode and choose one of the saved characters that's made the F1 racing class. Go to the "Course" Option. Press **Up** or **Down** to change tracks.*Time Attack Mode*Press **Up, X, Right, Y, Down, B, Left, A, A** on Controller 2. The number "1" will appear in the upper left corner of the screen. The screen will face into the time Attack Mode. Select a course, how many laps you want to compete, and the time you want to beat.*Sound Test*Press **L, R, L, R, L, R, L, R, L, R, R** on Controller 2. The number "100" will appear in the corner of the screen.*Hidden Game #1*Press **X, X, X, X, Y, Y**, on Controller 2. The number "100000" will appear in the corner of the screen. It's a *Breakout*-style game that you can play with up to four players.*Hidden Game #2*Press **Y, Y, Y, Y, X, X** on Controller 2. The number "10000" will appear. It's a two-player *Pong*-like fighting game!**FIFA INTERNATIONAL SOCCER***Super Cheats*

Enter these codes at the Game Options menu at the start of the game to get new menu items on the screen.

Super Kick: Press **B, A**, then **B** eight times.Invisible Walls: Hit **Y** three times, **X, A** three times, **B**.Crazy Ball: Press **X, A, B, Y, Y, B, A, X**.Crazy Curve Ball: Press **B, A, R, B, Y, L** to activate. (A ball kicked into the air can be steered wildly with the **L** and **R** buttons.)Super Goalie: Press **A** five times, then **Y** five times.Super Offense: Press **R** five times, **L, R**.Super Defense: Press **L** five times, **R, L**.Dream Team: Press **A** twice, **B** twice, **Y** twice, **X** twice.**FINAL FIGHT 2***"Same Player" Code*At the title screen, hit **Down, Down, Up, Up, Right, Left, Right, Left, L, R**. The screen turns blue; now both players can pick the same fighter.**THE JUNGLE BOOK***Level Select/Cheat Mode*At the Virgin logo, quickly press **Up, Up, Up, B, B, Y, Y, SELECT, Up, Down, Left, Right, B, Up, Y**. Now go to the **Start/Options** screen and enter the Options menu. You'll find that there is now a level select and a "Cheat" option.**KENDO RAGE***Stage Select*Press **START** at the title screen. When the words "GAME START" and "CONFIGURATION" appear, press **X, Y, A, B, X, Y, A, B, START**. The "Special Presents" menu will appear, allowing you to choose your starting stage.**KING OF DRAGONS***Two-Player Same-Character Code*Press **Down, R, Up, L, Y, B, X, A** at the Capcom logo. Now both players can choose the same warrior at the character-select screen.*99 Continues*Start a one-player game and let all of your character's lives run out. When you've finally kicked it, the "Continue?" prompt will appear; press **START** on Controller 1, and the Credit counter will read "01." Now you must let your lives run out a second time. When the "Continue?" prompt appears again, press **START** on Controller 2 to join in, but don't choose a character yet. Quickly press **START** on Controller 1 before the countdown expires, then finish choosing a character for Controller 2—when both characters are on the screen, you will see that you have 99 credits.**KRUSTY'S SUPER FUN HOUSE***Cheat Password*Enter the password **SMALLIW** to start the game with all of the doors unlocked. You'll also have unlimited lives.**THE LAWNMOWER MAN***Super Cheat Mode*Press **START** to pause during a game, then press **B, R, A, SELECT, SELECT, Y, A, B, Y, A, B**. Next, press **START** to unpause. Tap the **L** or **R** button repeatedly to play in slow-motion.*Stage Select*With the cheat code in place as described above, press **START** during the game and press **A, L, L** while the game is paused. Next, press **START** to unpause, and you'll get the "Nigel Wayne Mode" menu, which allows you to play any stage.*Infinite lives*While the cheat mode is in effect, pause the game with the **START** button, then press **R, A, SELECT, Y** and **START** to continue playing. Notice that when your character is killed, your life counter will not be reduced.*Stage Skip*With the cheat code in place, you can skip to the end of any Virtual World stage by pressing the **A** button while the game is paused.**MEGA MAN X 2***Dragon Punch*You must have all eight weapons, all eight Heart Tanks and all four Sub-Tanks to do this. Defeat Violen and Serges during the last portion of your quest. Once you have the option of going to Agile's level, DON'T DO IT. Head to the Flame Stag's domain (Volcanic Zone) to max out your Sub-Tanks and extra men. Once you have maxed everything out—including weapons—head to Agile's level. Play through this stage until you reach an area where there are two ladders, one of which you cannot reach. Head to the left of the ladders to attract a bat. Freeze the bat with the Crystal Hunter somewhere near the upper ladder (make sure you can reach it from the frozen bat). Climb up the ladder. Charge up your Speed Burner to its maximum. Jump to the right, then use the Speed Burner in mid-air to get over the spikes on the floor. Fall through an opening in the floor thereafter. Use the air dash for the next set of spikes. After that there's a really long drop. Cling to the right wall and use the Radar to find the invisible section in the wall. The Dragon Punch power-up will be waiting for Mega Man. The Dragon Punch can only be used when Mega Man's health is full. Perform the Dragon Punch just as it is done in *Street Fighter II*. That's Forward, Down, Down/Forward and attack.

MICHAEL JORDAN ADVENTURE IN THE WINDY CITY

Completion Passwords

Cells only: **3K5BGX0DR9X**.

Cells and Laboratory only: **JGL8PKGHWTS**.

Cells and Factory only: **TJQ33CDQZZD**.

Cells, Laboratory, and Factory: **2SQZ21ZYRHB**.

Cells, Laboratory, and Factory with all captives rescued: **TSMHGBW43D**.

MICKEY MANIA

Stage Select

At the Sound Test menu, set the Music to "Beanstalk 1" and the SFX to "Extra Try". Now highlight the EXIT option and hold the L button on top of Controller 1 for about seven seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MIGHTY MORPHIN POWER RANGERS

Passwords

3847—Level 2

5113—Level 3

3904—Level 4

1970—Level 5

8624—Level 6

2596—Level 7

0411—Two-Player Battle #1

1007—Two-Player Battle #2

1212—Two-Player Battle #3

MLBPA BASEBALL

Cheat Passwords

PWRP—activates "Power Pitching." All pitchers can now throw up to 40 MPH faster.

PWRHT—activates "Power Hitting." All batters have maximum power on every swing.

ZZNG—activates "Turbo Throwing." This doubles the throwing speed of fielders.

VRRRM—activates "Hyper Running." The running speed of all players is doubled.

RBBR—changes to a "Rubber Field." Balls bounce higher; lots of ground-rule doubles.

BRRR—Play on an "Ice Field." It doesn't look like ice, but the ball will roll forever.

XXXX—"Simulation Mode"; the computer is tougher to beat.

NNTH—Start in the bottom of the ninth with the home team down 4-0.

MORTAL KOMBAT II

Note: Each of the following special codes must be entered quickly at the character-select screen.

Near Invincibility + 1-Hit Opponent "Danger" Mode

Quickly press **Down, Up, Right, Up, Left+SELECT** at the character-select screen.

30 Credits

Quickly press **Left, Up, Right, Down, Left+SELECT** at the character-select screen. Repeat whenever necessary to refill your credits.

Extra Fatality Time

Quickly press **Up, Up, Left, Up, Down+SELECT** at the character-select screen. You'll have 15 seconds to do a fatality instead of the usual five-second limit.

Go Directly to Shao Kahn

Quickly press **Right, Up, Up, Right, Left+SELECT** at the character-select screen.

Go Directly to Kintaro

Quickly press **Up, Down, Down, Right, Right+SELECT** at the character-select screen.

Go Directly to Smoke

Quickly press **Up, Left, Up, Up, Right+SELECT** at the character-select screen.

Go Directly to Jade

Quickly press **Up, Down, Down, Left, Right+SELECT** at the char-

acter-select screen.

Go Directly to Noob Saibot

Quickly press **Left, Up, Down, Down, Right+SELECT** at the character-select screen.

NBA JAM

Special Guest Players

To access the game's secret characters, follow the specific instructions for each player listed below.

Mark Turmell: Enter MJ, highlight T, hold **START** and **R** and press **A**.
Sal DiVita: Enter SA, highlight L, hold **L** and **R** and press **X**.

Jamie Rivett: Enter RJ, highlight R, hold **START** and **R** and press **X**.

Bill Clinton: Enter AR, highlight K, hold **START** and **L** and press **X**.

Al Gore: Enter NE, highlight T, hold **L** and **R** and press **A**.

Dan "Weasel" Feinstein: Enter SA, highlight X, hold **L** and **R** and press **X**.

Asif "Chow-Chow" Chaudhri: Enter CA, highlight R, hold **L** and **R** and press **X**.

Tom "Scruff" Rademacher: Enter RO, highlight D, hold **START** and **R** and press **X**.

Eric "Kabuki" Kuby: Enter QB, highlight " " (the space character), hold **START** and **L** and press **X**.

Eric "Air Dog" Samulski: Enter AI, highlight R, hold **START** and **L** and press **X**.

Warren Moon: Enter UW, highlight " " (the space character), hold **START** and **R** and press **A**.

George "P-Funk" Clinton: Enter DI, highlight S, hold **START** and **L** and press **A**.

Secret Power-Ups

The following cheats—when performed at the pregame screen that says "Tonight's Match-Up"—will give you different power-ups and interesting effects.

Shot Percentage Indicator: Press **A**, then press and hold **A**, **B** and **Down** until the tip-off.

"Juice Mode": Press **A**, then press and hold **B** and **X** until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the **B** button 15 times.

Power-Up Defense: Press **A** four times, then press it again and hold it down until the tip-off.

Power-Up Turbo: Press **A** 13 times, then press and hold **A**, **B** and **Y** until the tip-off.

Power-Up Fire: Press **B** seven times, then press and hold **B**, **Y** and **Up** until the tip-off.

Power-Up Dunks: Rotate the D-pad 360° and press the **B** button 13 times.

NBA JAM TOURNAMENT EDITION

To enter each code, you must enter the initial shown, along with an appropriate button and the **START** button.

Larry Bird

Initials: BRD

Code: AYA

To play as Larry Bird, put the cursor on **B**, hold **START** and press **A**, then put the cursor on **R**, hold **START** and press **Y**, then put the cursor on **D**, hold **START** and press **A**.

Chow-Chow

Initials: AMX

Code: NAY

Gorilla Mascot

Initials: GOR

Code: NBB

THE NINJA WARRIORS

Stage and Area Select

Wait for the words "PUSH START" to flash on the title screen, then hold **X** and **Y** and press **A**, **B**, **A**, **A**, **A**, **B**, **B**, **B**, **A**, **B**, **A**, **B**, **A**, **B**, **A**, **B**. The "Stage" menu will appear, allowing you to start at any level. Enter the same code again at this sub-screen and an "Area" select option will pop up, allowing you to go to any part of the level.

THE NINJA WARRIORS*Music Test*

Also at the title screen, wait for the words "PUSH START" to appear, then hold the **L** and **R** buttons on top of the controller and press **START**.

PAC-MAN 2: THE NEW ADVENTURES*To Play the Original Pac-Man*

Enter the password **PCMNDPW**.

To Play Ms. Pac-Man

Enter the password **MSPCMND**.

To Play the Mine Cart Levels

Enter the password **FTDB2W**.

Sound Test

Enter **BGMRQST**.

Time Trial

Enter **TRLMDPW**.

Pattern Test

Enter **PCMNPTT**.

PINK PANTHER IN PINK GOES TO HOLLYWOOD*Top-Secret Cheats*

Plug in Controller 2 and start the game with Controller 1. Press **B** on **Controller 2** while the Pink Panther is standing still on the screen (before the "swinging tail" animation starts.) Now you're in "Exploration Mode"—grab Controller 1 and move Pink around the screen with the D-pad. You can make him move faster by holding the **Y** button on Controller 1. Go through walls, floors and ceilings, or head straight for the end of the stage. Press **B** again on Controller 2 to get out of "Exploration Mode."

Invincibility

To make the Pink Panther invincible, hold the **L** button on Controller 2 during the game. (You can use a rubber band or binder clip to hold it there.)

Slow-Motion Mode

To play in slow-motion, hold the **R** button on Controller 2.

Stage Skip

To access a stage-skip option, simply hold **SELECT** and press **START** on Controller 1 during the game. You'll be sent to the beginning of the next level.

PITFALL: THE MAYAN ADVENTURE*Direct to 2600 Pitfall!*

At the title screen press **SELECT, A, A, A, A, A, A, SELECT** and **START**. Pitfall! 1982.

POCKY & ROCKY*Stage Select*

At the "Select Player" screen, hold down the **X** and **Y** buttons while pressing **A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B**. Next, press **START** for the stage select menu.

POWER INSTINCT*Play as Super Otane*

At the Game Start screen, put the cursor on V.S. Mode. Hold down **Y, B, A** and press **START**. This will take you to the Character Select screen. Put the cursor on Otane, and hold down the **L** and **R** buttons. While you're holding the **L** and **R** buttons, punch in the code **X, Y, B, A**. Select the second player to go to the Stage Select screen where you should just press **START**.

PRINCE OF PERSIA*Secret Rooms*

Level 10 (Password: 4+LHRFR): Go two rooms to the right, then three rooms up. You'll be in a room with a skeleton on a ledge in the middle of the screen. If you go to the lower left corner of the room, face the wall and press and hold **Up**, you'll grab a hidden ledge. Run left and you'll enter a hidden room with a Cure-All potion inside.

Level 16 (Password: H6KKT6V): Go three rooms to the right, then go

up two rooms. (You won't be able to go directly to this room, but you should be able to figure out how to get there.) There will be a guard on a platform in the middle of the screen; defeat the guard, and jump off the right side of the platform. As you're falling down the right wall, press and hold **X** and you'll grab a hidden ledge at the very top of the screen in the room below. Continue to hold **X** while you press **Up** to climb back into the room where you killed the guard—your character will be hidden behind the wall during this entire procedure. Run to the right, and you'll enter the second hidden room. There's a Teleporter potion here that will send you closer to the end of Level 16.

Level 17 (Password: QJ7Q2YV): Two rooms to the left of the entrance, you'll see a small crack in the stone ceiling. Face left and jump through the cracked block to find a hidden ledge. Keep pressing **Up** to climb up through a strange, dark room with lighted platforms. When you emerge on the other side of the room, move right and you'll find the third hidden room with a Healing potion inside.

RADICAL REX*Stage Select*

Go to the Title Screen. On **Controller 2** enter the code **Right, A, Down, Right, Y, X**.

ROAD RUNNER'S DEATH VALLEY RALLY*75 Lives Code*

At the title screen, hold **Left, SELECT, Y, R** and **START**. Continue to hold these buttons down until the name of the first stage ("Zippity Splat") appears—you will start the game with 75 lives in reserve.

SAMURAI SHODOWN*Play as Amakusa*

At the Takara logo, press **A, Y, X, B**. Now select the "2 Player" game; at the character select screen, hold **L** and **R** and Amakusa will appear. Press **start** and keep holding the **L** and **R** buttons because Amakusa will not register until your opponent has selected their character (they can select Amakusa too).

SHAQ FU*Choose Any Character in Story Mode*

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Shaq, 2=Kaori, 3=Beast, 4=Sett, 5=Mephis, 6=Voodoo, 7=Rajah. Then, while still at the Options screen, *quickly* press **Up, Down, B, Left, Right, B**. The screen will flash purple to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

Secret Background

At the Options screen, *quickly* press **Up, Right, B, Down, Left, B**. The screen will flash yellow. Next, in the Duel mode, press **X+B** simultaneously at the character-select screen; the background should disappear. Now start the game to see the hidden background.

Blood Code

At the Options screen, *quickly* press **Y, X, B, A, L, R**. The screen will flash red; now there's blood in the game.

STAR FOX*Polygon-View Mode*

At the "Continue?" screen you can play with the polygons in the game with the following controller functions:

CONTROLLER ONE:

Left and Right—Rotate object horizontally

Up and Down—Rotate object vertically

L button—Zoom in

R button—Zoom out

X button—Stop rotation

A button—Hold button down to "draw" with object; release button to clear screen

CONTROLLER TWO:

Up, Down, Left, Right, SELECT, START, Y or B—Change to a different object

Two Secret Stages

To get to the Black Hole, play the game at "Level 1" difficulty until you reach the second stage ("Asteroid"). When you get past the third caterpillar creature you'll see a rotating row of five asteroids with an orange-colored one in the center. Shoot the orange asteroid and fly through the gap where it was. After a few moments you'll approach two more groups of rotating asteroids; shoot the center asteroids and fly through the gaps just like you did with the first one. If you've done this correctly, a "laughing asteroid" will appear. Shoot the "laughing asteroid" to find the mysterious "Black Hole," a bonus stage that's loaded with power-ups and warp rings.

To reach the "Out of This Dimension" stage, play the "Level 3" game. Roughly 30 seconds into the second stage ("Asteroid"), you'll encounter two gigantic asteroids with craters visible on their surfaces, first on the left, then on the right. Shoot the asteroid on the right and it will explode. Moments later, a giant bird will appear. If you can fly directly into the bird, you'll be transported to a weird nebula that will appear on the lower right side of the map. At the end, you'll face a huge slot machine boss; shoot at the "arm" for a chance to win coin-power-ups or enemy fire. Pull three "7s" and the game ends...or does it?

STAR TREK: STARFLEET ACADEMY

Add New Ships in Training Simulator

To add new player and opponent ships to Combat Training and Two-Player Training, hold down **L, R, SELECT** and enter the code **A, Y, B, Y** at the "Training Simulator Main Menu," "Ship Selection Menu," or the "Two Player Ship Selection Menu." Once you've entered the code, it will stay there until the SNES is reset.

Choose Playtester Names

At the "New Cadet Registration" screen, hold down **L, R, SELECT** and enter the code **X, Y, X, Y** to select the name of one of the game's playtesters.

Choose Star Trek Series Names

After you have entered the **X, Y, X, Y** code at the "New Cadet Registration" screen, hold down **L, R, SELECT** again and punch in **A, B, A, B**. Now you can play as James T. Kirk or any of the rest of them.

Special Ending

When playing the final Kobayashi Maru mission as James T. Kirk, you'll find a special ending. You can't enter a passcode to get there direct because the passcode does not register the special code names. You must play the entire game in one sitting or play the game with the default name "Darryl Hawkins," then type the codes **X, Y, X, Y** and **A, B, A, B** while in the "Password Entry" screen. Enter the passcode normally, then enter the code before pressing **SELECT**. Verify the name by selecting "Transcript" in the classroom. A bonus hint for this mission: Try hailing the Klingons instead of attacking.

Passcodes

Freshman Year

Mission 101: XXXRXXYRXRYL
Mission 102: XXXRAXALXRY
Mission 103: XXXRLYYAXRYX
Mission 104: XXXRYYAXXRYL
Mission 105: XXXRBAXLXRYA

Sophomore Year

Mission 201: XXXRRXYRXYBY
Mission 202: XXXLXXABXYA
Mission 203: XXXLAYYAXYYA
Mission 204: XXXLLYAXXYX
Mission 205: XXXLYAXLXYA

Junior Year

Mission 301: XXXLBXYRYLXX
Mission 302: XXXLRXYRYLXR
Mission 303: XXXBXXALYLBX
Mission 304: XXXBAYYAYLXA
Mission 305: XXXBLYAXYLBX

Senior Year

Mission 401: XXXBYXYRYBYL

Mission 402: XXXBBXABYYBA

Mission 403: XXXBRYAYYBX

Mission 404: XXXAXYYAYYBA

Mission 405: XXXAAYAYYBB

Final Exam

Mission 000: XXXALAXRYBY

STREET FIGHTER II

Remove Energy Bars

If you select "Option Mode" from the main menu and simply press **START** to return to the title screen, repeating this process 27 times, you'll be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "VS." modes. All music and sound effects will be disabled, too.

STREET FIGHTER II TURBO

Disable Special Moves—Player One

Press **Down, R, Up, L, Y, B** while the "Capcom" logo is on the screen. Now all of your character's special moves have been disabled in the one-player mode.

Extra Turbo Speed

Press **Down, R, Up, L, Y, B** on controller two at the beginning of the game while the word "TURBO" is flying across the screen in huge letters. Now you have six additional hyperspeed settings in the game's "Turbo" mode.

Disable Special Moves—Two Players

Enter a "V.S. Battle" and choose your characters. When the "Handicap" screen appears, press **Down, R, Up, L, Y, B** on controller two. You'll get a hidden configuration menu that shows you all of your character's secret moves and allows you to disable individual attacks.

SUPER BOMBERMAN

Tiny Bomberman Mode

Enter "5656" at the password screen, then press **A**. You'll be sent back to the title screen. Now start the game (any mode), and you'll find that all of the Bombermen have been reduced to microscopic size!

SUPER BOMBERMAN 2

Full-Power Stage Passwords

Stage 1: 1111

Stage 2: 5462

Stage 3: 6763

Stage 4: 8784

Stage 5: 6925

Change Character Colors

At the player-select screen in a multi-player game, you can press the **SELECT** button to change your character to one of several different colors.

Sudden Death Mode

Enter the password "5656" and start a multi-player game. When time starts to run out and the screen starts closing in, it won't stop—it will continue to shrink the playing area all the way to the center!

Activate Jump Feature

With a multi-player adapter connected to your SNES, plug a controller into the Player 5 slot and press **START**. Now all of the players can jump during a Battle Mode game.

SUPER MARIO KART

Character Shrink

To handicap your character in the GP and Match Race modes, press **Y** and **A** at the character select screen; your character will shrink. A "shrunk" character will be flattened if he or she comes into contact with any other driver.

Replay Rotation

If you complete a race in the one-player time trials without touching any obstacles or barriers, choose the "Replay" option to watch your performance and you'll find that you can rotate your viewpoint by

using the **L** and **R** buttons.

2nd Player 1P Mode

Hold the **L** and **R** buttons while pressing **START** on the second controller to can play in the GP mode or Time Trials with your character on the *bottom* half of the screen.

Ghost Racer Save

When you have a ghost that you'd like to save, hold **L**, **R** and **Y** at the menu screen that reads "CHANGE COURSE, RETRY, etc." and press **X**. The name of the course on which the ghost has been saved will appear in yellow on the "Course Select" menu. To retrieve the ghost from memory and race against him or her, choose that course and hold **L** or **R** while pressing **B** when the screen asks "Is this OK?" and the arrow is pointing to the word "Yes."

Hidden Courses for Time Trial/2P Match Race

At the "Course Select" menu, make sure the arrow is pointed at the words "MUSHROOM CUP" and press **L**, **R**, **L**, **R**, **L**, **L**, **R**, **R**. Then press **A**, and the words "SPECIAL CUP" will appear. These are the "hidden" courses that open up when you've won a gold trophy in each of the first three cups in the 100cc GP mode.

SUPER NOVA

Boss Mode

When the Taito logo appears, quickly press **Down**, **X**, **Up**, **B**, **L**, **R**, **Left**, **A** on Controller 2. With this code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another.

SUPER PUTTY

Stage Skip

Press **START** to pause the game, then press **R**, **A**, **L**, **L**, **Y**. Now you can skip to the end of any stage at any time by pressing the **SELECT** button.

SUPER RETURN OF THE JEDI

Jedi Passwords

Play every level on all of the difficulty settings.

EASY

Tatooine: RLGQMN
Jabba's Hall: ZJLMRJ
Jabba's Palace: LZLKJF
Rancor Pit: VTYMZX
Sail Barge: QZNFPP
Inside Barge: VKCDFD
Speeder Bike: ZCTKFC
Ewok Village 1: QYXYHB
Ewok Village 2: LFWLTQ
Endor: QDQGKH
Millennium Falcon: CPMRZY
Power Generator: CDWLTY
Inside Death Star: BPFZQ
Millennium Falcon: RMNVLC
Tower: RVKFKG
Tower Entrance (Vader): VQXDQJ
Emperor's Chamber: HLQMV L
Millennium Falcon 1: VQJGWF
Millennium Falcon 2: ZZSTXZ

BRAVE

Tatooine: BGFSMH
Jabba's Hall: JVPLHP
Jabba's Palace: VDLBGG
Rancor Pit: MKYXVN
Sail Barge: LBRHFR
Inside Barge: GPTDZC
Speeder Bike: DDDQYZ
Ewok Village 1: TLVHFT
Ewok Village 2: NVBJJH
Endor: GRMJYX
Millennium Falcon: ZKQH QD
Power Generator: WCBMKS

Inside Death Star: KXVZZD
Millennium Falcon: BWGPHZ
Tower: MKZYDP
Tower Entrance (Vader): KHWKCB
Emperor's Chamber: WDSMNN
Millennium Falcon 1: QWYXGN
Millennium Falcon 2: BGSWLD
JEDI

Tatooine: RRSBTS
Jabba's Hall: YQYHJN
Jabba's Palace: ZPNKKZ
Rancor Pit: BZGBJX
Sail Barge: MSDZZR
Inside Barge: XXVPBG
Speeder Bike: CQQBKP
Ewok Village 1: XNHPSF
Ewok Village 2: KQMLXP
Endor: MFWHQM
Millennium Falcon: VCYNPN
Power Generator: BPSDVS
Inside Death Star: DSFYGD
Millennium Falcon: NJHPLH
Tower: BZCBCB
Tower Entrance (Vader): VGKSNJ
Emperor's Chamber: PPNNZY
Millennium Falcon 1: CJQKMX
Millennium Falcon 2: TXQLTM

SUPER SLAP SHOT

Change Team Skills

Enter the password "**BR. C.D. BR.**" and press **START**. Next, choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, press **Up** or **Down** to highlight any skill of either team, then press **Left** or **Right** to change that skill rating.

Inverted Players

Enter the password "**SCH. R**" and press **START**—the screen will say "BAD PASSWORD." Next, highlight "CANCEL" and press **START**. Start the game, and the players will be skating upside-down.

SUPER STAR WARS

Debug Menu

Move the cursor to "OPTION MENU" at the title screen and press **A**, **A**, **A**, **A**, **X**, **B**, **B**, **B**, **B**, **Y**, **X**, **X**, **X**, **A**, **Y**, **Y**, **Y**, **B**—listen for the Jawa to confirm the code. Choose your starting character and begin the game; then, during the action, press **L** and **R** on controller two to call up the "Game Debug Menu."

SUPER STAR WARS

Invincibility/Map Mode

With the "Game Debug Menu" on the screen, hold **A**, **B**, **X**, **Y**, **SELECT** and **START** on Controller 2 and press **START** on Controller 1. Release all the buttons, and you'll start the game with your character's X and Y coordinates displayed on the screen at all times. You'll also be nearly invincible, with the ability to walk through walls and even drop through floors (by pressing **Down** and **B** simultaneously).

SUPER STRIKE EAGLE

Bonus Secret Mission

Enter the access code **G6CH4228** to find an extremely difficult hidden mission in *Super Strike Eagle*. You'll begin with a score of over 2,000,000 points, which gives you access to all of the AAMs and AGMs in the game.

T2: THE ARCADE GAME

Stage Skip

At the Title screen, press **Left**, **Up**, **Right**, **Up**, **Left**, **Left**, **Left**, **Right**, **Down**, **Down** before the High Score screen appears. Then, on the High Score screen, press **Right**, **Up**, **Up**, **Left**, **Right**, **Right**, **Right**,

Left, Down, Down, Right, Up. Every time you want to skip to the end of a stage, **PAUSE** the game and press the **L** button. While still holding **L**, **UNPAUSE** the game.

TAZ-MANIA

Ten Continues

Press **B, A, Y, A, X, A** at the "OPTIONS" menu.

Twenty Continues

Press **Y, X, B, X, A, X, L, R, B, A, Y, A, X, A** at the "OPTIONS" menu.

Stage Select

Press **A, Y, A, Y, X, Y, B, A, R, L** at the "OPTIONS" menu.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Use Ultimate Attack in Story Battle Mode

At the title screen, enter the following code on **Controller 2: Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, X**. Now you can do "Ultimate Attacks" against the computer in Story Battle mode.

10 Credits

Use **Controller 2** at the title screen and tap in **B, B, B, A, A, X, X, X, X, X, X**. Now go to the **Option Menu** using Controller 1 and you'll see that a 10-credit selection can now be made.

Boss Code

Press **X, Up, Y, Left, B, Down, A, Right, X, Up** on **Controller 2** at the title screen. Choose the "Vs Battle" or "Watch" mode, and you'll be able to select Rat King or Karai by pressing **Right** while Shredder is highlighted (or by pressing **Left** while Leo is highlighted.)

Hyper Speed Mode

Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** on **Controller 2** at the title screen. Next, choose the "Options" screen and you'll find a new setting called "Hi-Speed 3" under the "Game Speed" option.

TOM AND JERRY

99 Lives

Press **START** during the game to pause, then press **L, Y, B, B, A, X, Y, Y, B, R**. Continue to play the game; whenever you lose a life, you'll see that your total life reserve counter seems to be stuck at "9." This is because the counter only goes up to nine, but you really have 99 lives in reserve.

Stage Skip

Press **START** to pause the game, then press **L, X, A, Y, Y, B, R**. You'll be warped instantly to the end of the current stage.

TUFF E NUFF

Boss Code

Choose "**START**" from the title screen. At the scenario-select screen, press **Left three times, Right three times, Left seven times**. "Vs. CPU" should be the highlighted option. Press **START** and a new menu appears in the "Vs. CPU" mode, giving you full "boss" access. To play as boss characters in the two-player mode, enter the code as described, then push the **RESET** button on your SNES. Return to the scenario-select screen and press **Right three times, Left three times, Right seven times**. "1P vs. 2P" should be the highlighted option. Press **START** to get "boss" menus for both characters.

VORTEX

Cheat Passwords

All of the following codes should be entered on the "Password" option screen. When entered correctly, the screen will say what the code does that you've entered (e.g., "Indestructible"). Enter **JTTSJ** for **INFINITE LIVES**. Enter **CTGXF** for **LEVEL SWITCH**. To use the Level Switch, start a regular game. Instead of going to the first level, press **Up** or **Down** on the D-pad to select a level. Now play anywhere. Enter **HVZSM** to become **INDESTRUCTIBLE**. Enter **WSVTQ** for **INFINITE AMMO**.

WOLFENSTEIN 3-D

Level Select

While holding the **R** button on top of the controller, turn on the SNES (or reset the console). Continue to hold **R** until B.J. appears on the screen with the mini-gun, then *immediately* press **Up** and **SELECT** simultaneously. The level select screen should then appear.

Extra Weapons, Ammo, and Keys

Press **R, Up, B, A** quickly at the Map Screen. Use this as many times as you want to resupply.

God Mode

Press **B, Up, B, A** quickly at the Map Screen to become invincible.

Full Level Map

Press **A, A, Up, B** quickly at the Map Screen. Hit **START** to exit the Map Screen, then press **START** again see the whole level, including secret rooms.

Level Skip

Press **Up, B, R, B** quickly at the Map Screen; you'll be sent to the end of the current stage.

WWF ROYAL RUMBLE

Super Punch

At the start of the game you'll see a legal screen—it's the one that says "Licensed by Nintendo" at the bottom. Hold the **B** button and press **Y** as the text starts to fade. You'll hear one of the wrestlers say, "Ugh!" Start the game and you'll find that your wrestler has been equipped with a **Super Punch** that reduces your opponent's health meter by half.

Character vs. Same Character

At the character-select screen, tap the **L** button (on top of the controller) to make the **WWF** logo in the background stop moving. Next, press and hold the **R** button, then press and hold the **L** button—the background should be frozen again. While you're holding those buttons down (and the background is not moving), press the **SELECT** button.

The current wrestler will be registered as your choice, and a duplicate of that character will be added to the list of available wrestlers. Your opponent can choose to fight as the same wrestler, or you can pick the same character to be his own tag-team partner.

X-KALIBER 2097

Level Select

At the title screen—the one with the 1 Player/2 Player game select—press **Right, Right, Left, Left, Up, Down, Left, Down, Down, Down**. Next, press the **A** button and you'll find the top-secret Round Select menu.

Invincibility

Also at the *X-Kaliber 2097* title screen, try punching in the code **Left, Left, Right, Right, Down, Up, Right, Up, Up, Up**. Now enter the options menu; you'll see a new selection called "No Damage." Turn this option "on" to gain invincibility.

YOSHI'S SAFARI

Special Mode

At the title screen, hold the **X, Y, L** and **R** buttons and press **START** to enter the game's "Special Mode," an all-new adventure that's different from the main game.

ZOMBIES ATE MY NEIGHBORS

Bonus Level Password

Enter the password "**BCDF**" to find a hidden level with a 1-Up and a powerful Martian Bubble Blaster; you'll start the game at Level 1 when you complete it.

ANDROID ASSAULT

Cheat Mode

Press **Up, B, A, C, A, Down, B, A, C, A** at the game's title screen. You'll hear a jingle to confirm the code. Now go to the Option Mode menu and press **Left** twice to get the secret option menu. Turn the "Immortal" option on to make yourself invincible, use the "Stage" setting to skip through the levels and adjust the "Weapon-L" setting to power-up your ship's guns.

BATMAN RETURNS

Stage Select

Select "Options" from the title screen. Change the Game Type to "Platform Only." Now, enter the following code on the control panel by holding **Left** on the control pad and pressing **B** while Batman's finger is over each number in this order: **1, 7, 1, 6, 7**. Note that by holding **Left** and pressing **B** you don't change the status of that item on the screen, but you do enter the number. You should hear a louder beep when you enter the last number to indicate that the stage-select code is in place.

Next, set up the game options any way you like, then point to the number of the stage you wish to start at. Hold **Left** and press **B** to start at that stage. Note that choosing 7 as your starting stage will send you back to the title screen, since each of the three game types consists of five stages plus an ending sequence.

Stage Skip

Set the Game Type to "Driving Only," then hold **Left** and press **B** at each of the following numbers: **1, 2, 3, 4, 5, 6, 7, 6, 5, 4, 3, 2, 1**. You should hear a beep confirming the code. Once that sequence has been performed, start the game, and you'll find that you can skip stages at any time by pressing the **C** button while the game is paused.

BRUTAL

Boss Code

At the title screen, enter the code **Up, Down, A, B, C, C, B, A, Down, Up**. Now you can choose Karate Croc at the "Choose a Character" screen.

BLACK HOLE ASSAULT

Cheat Mode

If you enter your name as "BIGNET" in Operation BHA, you'll be able to win every battle easily. Just press **START** on Controller 2 during any battle, and your opponent's energy will run out as he crumples to the ground and dies!

Hidden Game

Enter your name as "AZY" (without a period) and choose Operation BHA—you'll be sent directly to a hidden *Pong*-style game, *Black Ball Assault*.

CADILLACS AND DINOSAURS

Poacher Yells

Pause the game and press **C, A, Down**. Do poacher yells by pressing the **MODE** button (only on six-button controllers) during the game.

Extra Time

Pause the game and hit **A, C, A, Down**; you'll hear a sound effect.

Extra Easy Difficulty

Press **C, A, Right, B** while **paused**.

One More Life

Pause the game and hit **C, A, Down, A, Left, Left, A, C** ("Cadillac").

Level Select

Pause the game and hit **C, Up, B, Right, Up, B, B, A, Down, Up, B, B, A, Down, Up, B**. You'll hear a sound effect. Press **A, B, C** and **START** at the same time to go back to the main menu. You can toggle between the nine chapters using the D-pad.

CLIFFHANGER

99 Credits

Use Controller 2 and press **Left, Right, START, C, A** at the title

screen. If you've done it right, a tone will sound and the words "99 Continues" will appear in the top left corner of the screen.

Time Trial Snowboarding

Press **C, B, A, Up, Down, Left, Right** and **START** on Controller 2 at the title screen. The word "Special" will appear on the screen option menu. Select this option, and you can choose from a menu of eight different time trial courses.

Snowboard Sequences Only

To race through the avalanche snowboard levels, use Controller 2 at the title screen and press **A, B, C, Down, Up**. The word "Snowboarding" will appear in the upper left corner. Now when you start the game, you will go directly to the first snowboard level.

Level Skip

Press **START, C, B, A, Right, Left, Right, Left** on Controller 2 at the title screen. The words "Level Skip" will appear. Start the game as you would normally; when you feel like jumping ahead, press **START** to pause and press **C** to skip to the next level.

COBRA COMMAND

Training Mode

Press **START** at the title screen. When you see the words "Game Start" and "Config Mode," press **Up, Down, Left** and **Right**. You'll hear a short explosion sound. Next, go to the "Config Mode" menu and you'll find a new difficulty setting, "Training". In the Training mode, you can continue at the point you had reached when you were killed instead of being sent back to the beginning of the stage.

Stage Select/Stage Skip

When you see the words "Game Start" and "Config Mode," press **Up, Down, Left, Right, Right, Up**. You should hear two explosions during this sequence.

When you reach the screen that says "New York—Stage 1," you can press **Right** or **Left** on the D-pad to change your starting level. Once the action starts, you can skip to the end of the current stage simply by pressing **START**. Press **START** in the final stage, and you'll skip to the ending credits.

Screen Garbage

With the stage-select code in place, pressing **A, B** and **C** at the same time will give you a screenful of hexadecimal code that overlays the action.

CORPSE KILLER

Armor-Piercing Bullets and Datura Plants

Go to the "Data Pod Screen." Flip between the "Satlink Map" and "Datapod Info" icons until the "APB Quest" and "Datura Quest" icons appear on the map of Cay Noir. Now you can restore your health and find the armor-piercing shells earlier in the game. This tip also works on the Sega CD 32X version.

DOUBLE SWITCH

Hidden Video Clip

Play through the game until you reach Act III. Once you've made it to Act III, sit back and intentionally lose the game by letting the Power Box get turned off, or by letting Eddie capture the girls. When you lose, the screen goes dim and the "Game Over" video clip starts to play. Quickly press **Left, A, Up, Right** and **A** on Controller 1 before the clip ends. The normal "game over" scene disappears, and the hidden clip starts playing. Watch and listen as Lyle the Handyman chews you out, then ad-libs a comment that Digital Pictures wisely chose to bleep out (although you can easily read his lips).

DRAGON'S LAIR

View Every Scene

Start a new game and press **START** to pause. Press **Right, Right, Left, Left, Down, Down, Up, Up**, then press **START** again to unpause. You will die, but the "Lives" counter will still say "5", indicating that the cheat is in place. Now you can sit back with a drink and watch as the game plays through every scene by itself.

FIFA INTERNATIONAL SOCCER

Super Cheats

Each of these codes works at the Game Options menu at the start of the game. The cheats will appear as menu items on the Game Options screen.

- **Invisible Walls:** Press **C** three times, **B**, **A** three times, **B**. Now the ball bounces back onto the field if kicked over a line.
- **Curve Ball:** Press **B**, **A**, **C**, **B**, **C** twice. Any ball you kick into the air can be curved to an insane degree with the control pad.
- **Crazy Ball:** Press **C**, **A**, **B**, **C** twice, **B**, **A**, **C**. The ball's physics are changed so that it bounces in some extremely bizarre ways.
- **Dream Team:** Press **A** twice, **B** twice, **C** twice, **A** twice. Your team is transformed into an unbeatable menace by turning up all of the player's attributes.
- **Super Power:** Press **B**, **A**, **B** eight times. Your players gain 25% more kicking power on kicks, passes and shots.
- **Super Goalie:** Press **A** five times, **B** five times. Your goalie now becomes godlike in speed and ability.
- **Super Offense:** Press **A** five times, **B**, **C**. Your team's offensive skills are improved measurably.
- **Super Defense:** Press **B** five times, **C**, **B**. Your team's defensive skills are magically increased.

FINAL FIGHT CD

Rapid-Fire Mode

Highlight the word "EXIT" at the bottom of the option menu. Next, press and hold **A**, **B** and **Right**, and press **START** while you're holding those three buttons down. Begin the game, and you'll find that all of your action buttons have been equipped with rapid-fire—even on a standard controller—to attack your enemies with super-fast punches and throws!

JURASSIC PARK

Stage Select/Video Debug

You must have at least one egg placed in the incubator located in Wu's office at the Jurassic Park Visitors' Center. Once the egg is in place, save the game and exit the computer room. Now press the **START** button on Controller 2 and hold it down until the "Node Jumper" menu appears, allowing you to jump to any part of the game. Use Controller 1 to choose any stage, or press **START** to access a second menu called "JP-CD Video Sequences." It allows you to view all of Jurassic's video sequences, including the Transition Videos, the Dr. Bakker videos and the Video Mail Messages.

KEIO FLYING SQUADRON

Secret Game

At the "Start Game/Option" screen enter the code Left, Left, Right, Right, Down, Up, Down Up. A hidden "Super Catch Game" will appear when you start a game.

Stage Select

Enter the code **Right, Left, Right, Left, Down, Up, Down, Up, Right, Right, Right, Right**. A stage select number will appear at the top of the screen if you did the code correctly. Choose from level 1-7.

LOADSTAR: THE LEGEND OF TULLY BODINE

Mort-Pong

When Mort appears on screen, pause the game and enter the code **C, A, Left, Left, A, C, A, Left, Left, A**. Unpause the game and Mort will dance around the screen like a game of Pong. Control your paddle by pressing **Up** or **Down** on the D-pad.

MAKE YOUR OWN MUSIC VIDEO: MARKY MARK AND THE FUNKY BUNCH

MAKE YOUR OWN MUSIC VIDEO: C+C MUSIC FACTORY

MAKE YOUR OWN MUSIC VIDEO: KRIS KROSS

Hidden Scenes

At the "U-Direct" menu of each of these discs, press **A, B, C, Right** to watch brief clips of behind-the-scenes footage in full-motion video;

each game has a different outtake. During any of this Easter egg footage, press **START** to watch another hidden FMV sequence, the "Annals of Digital Pictures."

MICKY MANIA

Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Take That". Now highlight the EXIT option and hold the D-pad to the **Left** for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MORTAL KOMBAT

DULLARD Code

At the Start/Options menu, press **Down, Up, Left, Left, A, Right, Down**. A new menu selection will appear called "Cheat Enabled." Most of the cheats are the same as on the Genesis version, but some of the names have been changed.

- **P1WIN/P2WIN** (a.k.a. **FLAG0/FLAG1**): Player 1 and/or Player 2 starts each round in "Danger" mode—one hit and you're dead!
- **MOON** (a.k.a. **FLAG2**): Guarantees a silhouette in front of the moon on the Pit stage.
- **DADS** (formerly **FLAG3**): Makes the fighters' names goofy.
- **GREEN** (a.k.a. **FLAG4**): Gives you Reptile hints before every battle.
- **LIVES** (a.k.a. **FLAG5**): Gives you infinite credits.
- **FLAG6** (same as Genesis): The computer does fatalities.
- **TURBO** (Formerly **FLAG7**): Lets you play the game in Turbo mode.

NIGHT TRAP

Hidden Footage

Watch the credits at the end of the game. When the words "In Memory of Stephen D. Hassenfeld" appear on the screen, press **Up, A, A, A, A, A**. You'll be shown some footage that was shot in Pawtucket in December of 1986 when Tom Zito (currently of Digital Pictures) and company first demonstrated a prototype of the NEMO game system for a group of Hasbro executives.

PANIC!

Scene Select

At the title screen, press **Right, Right, Down, Up, Left, Right, Up, Up, Left, Down** to enter the Scene Select option. Try various numbers to start at different stages or see different scenes.

PITFALL: THE MAYAN ADVENTURE

Stage Select

At the title screen press **B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up** (That's BRAD RUB LAURA U). The stage select will appear above the words "Start," "Info," and "Options." Press **Up** or **Down** on the D-Pad to switch levels. Start the game.

9 Lives

At the title screen, press **Right, A, Down, B, Right, A, B, Up, Down**. Start the game.

99 Weapons Power-Up

At the title screen, press **Right, A, Down, B, Right, A, B, Up, Down**. Start the game. You'll have the max amounts of all weapons.

Go to the ABC Simon Game

At the title screen, press **B, A, Down, C, Right, A, B** (BAD CRAB). You'll skip to the ABC Simon game.

Direct to 2600 Pitfall!

Press **Down**, then press the **A** button 26 times and press **Down** again. You'll go directly to the original 2600 version of Pitfall.

PRIZE FIGHTER

Hidden Video Scenes

For a 3-minute hidden scene in color, press and hold **A, B, C** and **Right** at the Options menu. You must press the buttons in that order and continue to hold each button down until the hidden sequence begins.

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TATT59

RADICAL REX

Stage Select

At the Title Screen, use **Controller 2** to enter **A, C, Down, Right, Up, B**, and a stage select will appear.

REBEL ASSAULT

Stage Passwords

Easy:	Medium	Hard
BOSSK	BOTHAN	BORDOK
ENGRET	HERGLIC	SKYNX
RALRRA	LEENA	DEFEL
FRIJA	THRAWN	JEDGAR
LAFRA	LWYLL	MADINE
DERLIN	MAZZIC	TARKIN
MOLTOK	JULPA	MOTHMA
MORAG	MORRT	GLAYYD
TANTISS	MUFTAK	OTTEGA
OSWAFI	RASKAR	RIFHII
KLAATU	JHOFF	IZRINA
IRENEZ	ITHOR	KARRDE
LIANNA	UMWAK	VONZEL
PAKKA	ORLOK	OSSUS
NORVAL	NKLLON	MALANI

SILPHEED

Stage Select

During *Silpheed's* amazing introduction sequence, press **Down, Down, Up, Up, Right, Left, Right, Left, A, B, START**. (There will be no signal to indicate that this cheat is in place, so enter the code carefully.) Start the game, and you'll find a stage-select option on the title screen. Pick a stage and press **A** to go start there; if you pick a number higher than 12, you'll see one of the game's animated intermissions.

Shield Recharge

Also during the introduction sequence, press **Right, Left, A, Right, Up, C, B, Down, Left, B, A, Up, START**. Start the game, and you'll find that you can max out your shields at any time simply by pressing **A** on Controller 2.

Voice Test

At the title screen, highlight "Option". Press and hold buttons **A, B** and **C** on Controller 2 and press **START** on Controller 1. The option menu now includes a "Voice Test" where the "Sound Test" option used to be. Press **Left** or **Right** on Controller 1 to choose a sound, then press **A, B** or **C** to play it. You can also change the playback rate of each sample by pressing **Left** or **Right** on Controller 2; this alters the speed and pitch of the sound.

Infinite Continues

When you're down to your last continue, leave the cursor on the words "Continue 01" and wait for the game to go back to the introduction. When the demo sequence begins, press **Right, Up, A, B, C, Left, Left, Down, C, A, START**. You'll find that the number of continues shown on the title screen has been boosted to ten. Whenever you get down to your last continue; just perform the trick again for another ten chances.

SILPHEED

Mania Mode

During the intro sequence, press **B, B, A, C, Up, Left, Right, Down, C, Up, A** on Controller 2, then press **START** on Controller 1. You'll know the cheat is in place if your score reads "00001" when you start the game. You're now in "Mania Mode", a difficulty setting that's even tougher than the "Hard Rank" on the option screen.

SONIC CD

Stage Select

Enter the following code while the words "PRESS START" are flashing on the title screen: **Up, Down, Down, Left, Right, B**. You'll be sent to a "Stage Select" menu with full access to nearly all of the game's levels, including the "past," "present" and both "future" versions of each stage. You can't start a game from any stage with this

trick—since you'll be sent back to the game's title screen as soon as you clear a stage—but you can use it to see the whole game and check out a few of the demo scenes.

Title-Screen Tricks

While the words "PRESS START" are flashing on the screen, hold the **A** button and press **Up, Down, Down, Down, Down, Up**. Now grab **controller two** and start pressing the buttons to see what happens: Hold **Left** to zoom out, **Right** to zoom in, **Up** to tilt the horizon toward you and **Down** to tilt the horizon away from you. You can also press **A** or **C** to rotate the clouds clockwise or counterclockwise, respectively; holding the **B** button speeds up the movement.

Secret Demo Mode

Play the Time Attack mode until your total time is less than 37'27"57. When you achieve this goal, go back to the title screen—you'll find a new selection on the menu called "D.A. GARDEN." It's a visual sound test—you can move the globe around the screen with the joystick as the game's characters fly across the foreground. Press **A** to choose a tune to listen to, press **B** to change the direction of the globe's rotation (hold **B** to make it spin faster) or hold **C** to zoom in—release **C** and hold it again to zoom out.

Bonus Round Time Attack

If you can get your total time below 30'21"05 in the Time Attack mode, you'll be able to access a new set of challenges by pressing **Left** on the control pad while the Time Attack menu is on the screen. Now you can race in the "Special Zone" bonus rounds.

Visual Mode

The most difficult Time Attack trick of all requires you to get your total time below 25'46"12. Once you've cut your time down this far, you'll find a "VISUAL MODE" option on the title-screen menu—it allows you to watch the game's opening sequence, both the "bad" and "good" endings and a unique "Pencil Test" demo.

Sound/Music Test

Press **Down, Down, Down, Left, Right, A** while the title screen is flashing the words "PRESS START." You'll move to a hidden Sound Test menu, with options for listening to sound effects ("FM"), digitized samples ("PCM") or digital audio tracks straight from the CD ("DA").

Secret Bonus Round

Using the Sound Test as described above, set all three menu items at "07" and press the **START** button. A message will appear that says "WELCOME TO SECRET SPECIAL STAGE," a special bonus round! Beat this stage and you'll get a condensed credit screen that's different from the credits you'll see when you beat the game.

Strange Message

Set up the numbers in the Sound Test as follows: **FM No. 46, PCM No. 12, DA No. 25**. Press **START**; this gives you a weird screen with an evil-looking Sonic behind a message in Japanese.

Sonic the Human Hedgehog?

Using the Sound Test, enter the following numbers: **FM No. 42, PCM No. 04, DA No. 21**. Press **START** and you'll get an eerie graphic of a half-human Sonic.

STELLAR FIRE

Stage Select

Go to the Start Game/Difficulty menu and highlight the word "Normal". Next, press **A** to cycle through the different difficulty settings and hold the **A** button down when you get back to the Normal setting. While holding **A**, press and hold **C** and **START**; then, while continuing to hold those three buttons—with the word "Normal" still on the screen—press **Up** on the D-pad. You'll hear a chime to indicate that you've skipped a stage; continue to press **Up** to skip as many stages as you wish. (Two chimes will start you at the third stage, three chimes will start you at the fourth stage, and so on.) Next, choose "Start Game" to play the selected stage.

THE TERMINATOR

Extra Weapons, Bombs, Lives

Hold the D-pad to the **Right** at the Start Game/Options screen, then press **B, C, B, B**. Release the D-pad and the cursor will change from an arrow into a square. Press **START** and you'll find the secret menu

that allows you to load up on guns, lives and bombs!

Level Select

First enter the code shown above. Once you're at the secret options menu, hold the D-pad **Left** and press **B, C, B, C**. Release the D-pad and the cursor will change from an arrow to a square. Go down to "Run Game" and press **A** to find the Level Select.

Infinite Shields

Go to the level-select screen by entering the codes shown above. Once you're there, hold the **B** button and press **Left, Right, Right, Left** on the D-pad. The cursor will change from an arrow to a square. When you start the game, you'll have infinite shields.

Full-Motion Video Scene Select

At the "Options" menu, hold the **C** button, push **Right, Left** and release **C**. You'll see the flashing triangle cursor change into a square. Next, choose the "Sound Test" option and you'll find a new menu item called "Cinema Sequences." The menu contains all of the video sequences in the game.

VAY

When not allowed to save your game, call up the menu and highlight the "STATUS" option. Hold the **START** button and point the D-pad diagonally in the **Down/Left** position. When the cursor moves down to the previously-unavailable "SAVE" option, quickly press the **A** button and you'll get the save menu whenever you want it.

WONDER DOG

Hidden 1-Ups

There are two hidden 1-Ups in the Scrapyard, Zone 1. After you run up the hill and under the bouncing tires, jump on the mattress and bounce down and right onto the blocks between the spikes. Shoot the blocks to the drop to the ground. Now turn left and shoot the wall. It slides back to reveal two 1-Ups.

Two Hidden Zones

The entrance to the Underground is hidden in Bunny Hop Meadow, Zone 2. Walk right from the first Restart Flag to the gray patch of ground. Spin dig through the patch and walk right until the ground shifts to the left. Walk left and spin dig through the second patch to enter the Underground.

The entrance to the Moon Mines is hidden in Looney Moon, Zone 2. Play through the zone and collect the Smiley symbol to make all the hidden blocks appear, then keep going until you reach a dark patch in the ground. Dig through the patch and walk right to find a "wall" of two blocks. Shoot the blocks, get a running start and slide through the tunnel, then walk on the yellow ledge to drop to the Mines.

WWF RAGE IN THE CAGE

Player vs. Same Player

In a one player game, select "Player" on the "Opponent Chosen By" screen. When choosing your character, hold **Left** and press **C**. When you hear the signal that the wrestler has been chosen and the gold "Player" medallion appears by his name, press **Down** on the D-pad. A duplicate of the first character will appear, allowing you the option of picking the same wrestler to be your opponent.

32X

DOOM

God Mode

You'll need a six-button controller. Pause the game and press **Up, Z, X**, and the **MODE** button all at the same time. When you get back into the game the marine's eyes will turn yellow, and you'll be invincible.

All Weapons & Ammo

Pause the game. Press **Up, A, C**, and **MODE**. Unpause the game and go crazy.

SLAM CITY WITH SCOTTIE PIPPEN

Super Slam vs. Fingers

Play as Super Slam against Fingers. Before he inbounds the ball to you, enter the code **B, A, Left, Left** ("BALL").

STAR WARS ARCADE

Suspend Time

Pause the game and press **Down, B, B, Up, Right, Left**.

Reset Timer

Pause the game and press **Left, Down, A, C, Down, Up**.

Sound Test

Pause the game and press **Up, Right, Left, A, Down, C**.

SPACE HARRIER

Hidden Arcade Mode

Hold **A+C** and hit **START** on Controller 2. If you see "Insert Coins," you're in business. Now you'll have three continues at your disposal. To change any of the game settings, press **RESET** once the code's been entered.

CORPSE KILLER

Extra Datura Bullet

If you don't have any Datura bullets, you're in trouble if a Strawman or Reaper appears, because they can't be killed with regular bullets. Here's a handy trick: If a Strawman or Reaper appears, hold down the **A** button and tap the **B** button. The game kindly gives you a single Datura bullet with which to kill the bad guy. Don't waste it.

SATURN

CLOCKWORK KNIGHT

999 Lives

Press **Up, Right** nine times, **Down** six times, left seven times, **Z, X, Y, Y, Y, Z**.

Magic Door

In the second level of Betsy's Room, after you exit the first key box, go left to the "GO" blocks. Rearrange the three "GO" blocks (by pushing and pulling) until you find the magic door.

Secret Room in Attic

In the first stage of the Attic, carry the spring all the way to the right. Place it on the other side of the first lock box. Now you can jump over the wall. You'll find another hidden lock box. Jump in to warp to a room full of goodies!

Secret Passageway

In the second Attic stage, after you finish the maze of lock boxes, you'll find three crates protecting a silver key. Stun one of the TNT guys, then pick him up and throw him at the ceiling directly above the crates. A key should fall down. Pick up the key and head left and see where you can use it. Enter the cage to skip the boss battle.

PANZER DRAGON

A Barrel of Fun

Enable your dragon to barrel-roll away from danger. At the game options menu, rotate the D-pad clockwise several times in a row. The words "Rolling Mode" will appear if you have done this correctly. To perform a roll, you must tap the D-pad twice toward one of the corner (diagonal) positions.

DAYTONA USA

Secret Horse Trick

Come in first place on each of the three tracks on normal difficulty setting with normal opponents. You'll find that your race car has turned into a horse.

Extra Time

On the beginner track, you'll see a slot machine with three slots. Each time you pass it, press the **X** button to stop one of the slots. If you get three 7's, you'll receive extra time.

Jeffrey's Dance

On the expert track, as you approach the Jeffrey statue, push the **X** button to make the Jeffrey statue do a little dance. He'll spin and land on his head.

AYRTON SENNA'S SUPER MONACO GP II

Ending password

In order to skip the entire game and watch the ending sequence, simply choose the "World Champion" mode and enter the password "**CHAM-PION**". You'll be able to see the ending sequence with full credits.

BATMAN RETURNS

Sound Test

Hold the **START** button when you turn the Game Gear on. The Sega logo will appear and when the logo fades, you'll be able to access a "**Sound Test**" menu. Press the **2** button to hear each and every sound.

DEFENDERS OF OASIS

Sound Test

At the title screen, hold the D-pad in the **Up** position and press **START**. Once in the sound test note that there are forty-nine sound effects and three voice effects in the list; simply press the control pad to the right or left while the cursor is pointing to one of these items and you'll get extra sounds, which to listen to

KRUSTY'S FUN HOUSE

Super Passwords

To start at any stage of the Game Gear version of *Krusty's Fun House*, just enter one of the following passwords:

- Level 2: **SELMA**
- Level 3: **SCRATCHY**
- Level 4: **SKINNER**
- Level 5: **GROENING**

To start the game with every single door unlocked, enter the password **TRACY**. This gives you immediate access to the entire Fun House.

LEMMINGS

Level Select

When you see the lemming pulling the Sega logo on a cart, hold buttons **1** and **2** while rotating the control pad in a clockwise direction. After about three rotations, you'll hear a "boink!" sound to indicate that you've activated the cheat correctly. Next, choose "New Level" at the main title screen. Instead of the standard password-entry menu, you'll get a credit screen with a stage-select option at the bottom; just press **Left** or **Right** on the control pad to choose a starting stage.

MORTAL KOMBAT

Arcade Mode

Like the Genesis *Mortal Kombat*, the Game Gear version has a "Mode A" with all blood effects and fatalities included. At the last of the three "code" screens, press **2, 1, 2, Down, Up**. The screen will say "Now entering Kombat"—prepare yourself for some blood 'n guts.

NBA JAM

Special Guest Players

To find the hidden characters, follow the specific instructions for each player listed below.

Mark Turmell: Enter MJ, highlight "■" (the space character), press and hold **Up** (which will highlight the T), hold **START** and **2** and press **1**.

Sal DiVita: Enter SA, highlight M, press and hold **Left** (which will highlight the L) and press **1**.

Jamie Rivett: Enter RJ, highlight Y, press and hold **Up** (which will highlight the R) and press **1**.

Bill Clinton: Enter AR, highlight R, press and hold **Up** (which will highlight the K), hold **2** and press **1**.

Al Gore: Enter NE, highlight M, press and hold **Down** (which will highlight the T), hold **2** and press **1**.

Dan "Weasel" Feinstein: Enter SA, highlight Y, press and hold **Left**

(which will highlight the X) and press **1**.

Asif "Chow-Chow" Chauhdri: Enter CA, highlight S, press and hold **Left** (which will highlight the R), hold **2** and press **1**.

Tom "Scruff" Rademacher: Enter RO, highlight K, press and hold **Up** (which will highlight the D) and press **1**.

Eric "Kabuki" Kuby: Enter QB, highlight T, press and hold **Down** (which will highlight the space character) and press **1**.

Eric "Air Dog" Samulski: Enter AI, highlight Y, press and hold **Up** (which will highlight the R), hold **2** and press **1**.

Warren Moon: Enter UW, highlight F, press and hold **Up** (which will highlight the space character), hold **START** and press **1**.

George "P-Funk" Clinton: Enter DI, highlight R, press and hold **Right** (which will highlight the S), hold **2** and press **1**.

Secret Power-Ups

The following cheats will give you different power-ups and interesting effects (Shot Percentage Indicator, "Juice Mode", Power-Up Defense, Power-Up Fire). These cheats must be performed at the pre-game screen that says "Tonight's Match Up".

Shot Percentage Indicator: Press the **2** button, then press and hold **2** and **Down** until the tip-off.

"Juice Mode": Press the **1** button 13 times, then press and hold **1** and **2** until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the **1** button 15 times.

Power-Up Defense: Press the **1** button five times.

Power-Up Fire: Press the **2** button seven times, then press and hold **2** and **Up** until the tip-off.

Power-Up Dunks: Rotate the directional pad 360° and press the **1** button 13 times.

SAMURAI SHODOWN

Play as Amakusa

Press **X three times** while the Takara Logo is on the screen. Start a one player game, and you'll find that the end boss, Amakusa, is now one of the selectable characters. He also becomes playable when you have finished the game with any of the other original eleven characters.

SHINING FORCE: THE SWORD OF HAJYA

Rename Characters

After choosing a name for the main character, put the cursor on "END," hold the **START** button and press **2**. Prince Nick will appear on the screen; give him a new name, then put the cursor on "END," hold the **START** button and press **2** again to access the character name configuration menus for the rest of your team.

SONIC THE HEDGEHOG 2

Stage Select

At the title screen, "Tails" blinks his eye once, then—in quick succession—a second and third time. To perform the code, point the control pad to the **lower left** position and hold it there while you press and hold the **1** and **2** buttons. While holding those buttons down, you must press **START** when "Tails" blinks his eye for the third time. It's not easy to do it at first; you have to catch him at the exact moment when his eye is completely shut. If your timing is right, you'll hear a chime and the stage-select menu will appear.

SONIC CHAOS

Sound Test+Fireball

To access a sound test menu in *Sonic Chaos*, press **Down, Down, Up, Up, Left, Right, Left, Right, 1, 2, START** while the words "Press Start Button" are flashing on the title screen. At the sound test menu, press **Up** or **Down** to change the sound numbers and press **2** to hear the sounds. Rotate the D-pad in a quarter-circle **Down, Down/Right, Right** and press **1** or **2** to make Sonic throw a fireball.

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ATARI JAGUAR SYSTEM

Title Screen Tricks

Jaguar owners may not know this: At the introductory Jaguar screen, you can hold the **PAUSE** button and press **Up** or **Down** on the D-pad to change the size of the spinning Jaguar cube. Press **Left** or **Right** on the D-pad while holding **PAUSE** to change the speed and/or direction of the rotation.

ALIEN VS PREDATOR

Code 1

This code only helps players using the Marine. At the main game screen Hold **PAUSE** and **OPTION**. Then press the **1** and **3** keys, release and hold down the **2**, **5**, **7** and **9** keys together. You'll hear the Predator laugh. The following function have been enabled

Security Clearance: Press **OPTION+6** to raise security level. Press **OPTION+9** to lower security level.

Motion Tracker: Press **OPTION+8** to toggle tracker on and off.

Weapon Access: Press **OPTION+1**, **OPTION+2**, **OPTION+3** or **OPTION+4** to access different Marine weapons.

All Weapon Recharge: Hold **OPTION+1**, **2**, **3** and **4** at the same time.

Code 2

This code helps Predator, Alien or Marine players. At the main game screen, press **PAUSE**, **OPTION**, **6**, then **1+3** at the same time, then punch in the following code: **B, A, 9, A, 9, A, *, OPTION, 6, #, *, *, OPTION, 2, OPTION**. This gives you all the function listed for Code 1, but the main function of Code 2 is that you will never run out of energy or ammo as the bars will replenish themselves as long as you have something from the start. This means that if you don't have any smart-gun ammo when you activate the cheat you still won't have any once it's turned on, at which point you must use the ammo replenish function as described in Code 1. Other changes are as follows:

OPTION+A raises you a level in the base. **OPTION+B** lowers you a level in the base. **OPTION+5** toggles Cheat Mode on and off.

DOOM

"God Mode" (Invincibility)

Start the game and press the **PAUSE** button. Hold down the star button (*****) and press **PAUSE** again. You'll see your character's eyes turn yellow, indicating that you are invincible.

Full Power-Up Charge

Start the game and press the **PAUSE** button. Hold down the pound button (**#**) and press **PAUSE** again. You now have full health, armor, keys, weapons and ammo.

Level Warps

To skip levels, start the game and press the **PAUSE** button. Then hold down the appropriate buttons as shown below to warp instantly to any level you choose.

Area 1: Hold **C+1** and unpause

Area 2: Hold **C+2** and unpause

Area 3: Hold **C+3** and unpause

Area 4: Hold **C+4** and unpause

Area 5: Hold **C+5** and unpause

Area 6: Hold **C+6** and unpause

Area 7: Hold **C+7** and unpause

Area 8: Hold **C+8** and unpause

Area 9: Hold **C+9** and unpause

Area 10: Hold **A** and unpause

Area 11: Hold **A+1** and unpause

Area 12: Hold **A+2** and unpause

Area 13: Hold **A+3** and unpause

Area 14: Hold **A+4** and unpause

Area 15: Hold **A+5** and unpause

Area 16: Hold **A+6** and unpause

Area 17: Hold **A+7** and unpause

Area 18: Hold **A+8** and unpause

Area 19: Hold **A+9** and unpause

Area 20: Hold **B** and unpause

Area 21: Hold **B+1** and unpause

Area 22: Hold **B+2** and unpause

Area 23: Hold **B+3** and unpause

Area 24: Hold **B+4** and unpause

EVOLUTION: DINO DUDES

Turn Off the Timer

At the password screen, press **<AC>** to clear out the password and enter **TIME STANDS**. Press **<OK>** and you'll hear a thunderclap to indicate that you entered the first password correctly. Press **<AC>** again to clear out the password and enter **STILL FOREVER**. Press **<OK>** and you hear a belch to indicate that the timer has been deactivated.

Infinite Dino Dudes

This code is entered in the same way as the timer cheat. At the password screen, press **<AC>**, enter **ONCE DEAD**, and press **<OK>**. After the thunderclap, press **<AC>**, enter **TWICE BORN** and press **<OK>** to hear the belch. You now have infinite Dino Dudes.

Passwords

Level 10: **HARD ROCK**

Level 20: **LOG PLUME**

Level 30: **TRIBAL DANCE**

Level 40: **SOUR BELLY**

Level 50: **FREE WHEELING**

Level 60: **SCHOOL ZONE**

Level 70: **NEVER READY**

Level 80: **SPACE TO LET**

TEMPEST 2000

Level Skip

This trick works in all of the solo Tempest modes: Traditional Tempest, Tempest Plus and Tempest 2000. At the Game Selection menu, choose which version of the game you want to play by placing the cursor next to the correct option. Start the game by holding down **1**, **4**, **7** and ***** on the numeric keypad and pressing **A**. If you've done it right, you will hear a slowed down version of the "Excellent" menu prompt. Once the code is in place, you can skip a level at any time during the game simply by pressing the **OPTION** button!

Bonus Stage Warp

First choose the *Tempest 2000* mode at the Game Selection menu and enable the cheat as described above. Start the game with the cheat in place as before, but before you press **OPTION**, hit the **3** and **6** keys simultaneously on the numeric keypad. If you've done this correctly, the words "Warp Enabled" will appear on the screen. Now press **OPTION** and you will warp to the next between-round bonus level.

WOLFENSTEIN 3-D

Music Test

Press the **#** key on the control pad while the sphere is rotating before the title screen.

Level Select

Put the star next to "New Game" at the main menu screen and hold the **1**, **3**, **7** and **9** buttons on the control pad. The level select menu should appear. Now you can choose any of the game's 30 levels, including the two bonus stages in Missions Three and Six.

Invincibility

Enter **4**, **6**, **6**, **8** to become invincible. You'll see a gold band appear around B.J.'s on-screen health head. Repeat this code to turn it off.

Finish and Restart Level

Type **4**, **6**, **9**, **6** to end the current level and restart at the beginning.

Level Skip

Type **4**, **7**, **8**, **6** to finish the level you are on and skip to the next stage.

Debug

Type **4**, **8**, **8**, **7** to see the programmers' debugging coordinates on the screen. Type the code again to turn them off.

Full Weapons, Ammo, and Keys

Type **4**, **9**, **9**, **6** and you will get the big guns, ammo, and keys.

A.P.B.

Top-Secret Warp

Make your quota by picking up two cones in Day 1, then hold the **OPTION 1** and **OPTION 2** buttons while you ride over the "Officer Bob" star. You'll warp directly to Day 99!

AWESOME GOLF

Cheat Mode

If you enter your name as "LANDLORD" you can cheat on every hole. With that name in place, press **OPTION 2** to tee off and you'll hit the ball perfectly straight at maximum power every time. Hit **OPTION 2** while the ball is in the air and it will rocket directly into the cup.

BATMAN RETURNS

Invincibility/Stage Skip

At the title screen—the one with the Batman logo in the background—press **Up** 8 times, **Down** 12 times, **Left** 15 times, **Right** 19 times, and **Option 1** 27 times. Then press **A** or **B** to start the game. Once the action starts, hit the **PAUSE** button and you can press **OPTION 1** to skip to the next level. Pressing **OPTION 2** while the game is paused will make the Caped Crusader invincible! Be careful, because you can still be killed by falling off buildings and such.

BATTLEWHEELS

Get the paint gun on foot

When you leave your car and set out on foot, you'll have a machine gun and just four missiles to protect yourself. Press **OPTION 1** and **OPTION 2** at the same time to get a paint gun to blind your opponents with.

Lock Viewpoint

Everyone knows that you can see the radar by pressing the **B** button, and that you can look left, right or back by pressing **Left**, **Right** or **Down** while the **B** button is held. When one of these alternate viewpoints is on the screen, press and hold **OPTION 2**, then release the **B** button. Next, release **OPTION 2**, and your viewpoint will be locked to the position you chose. Press **B** to return to the default (front) view.

Stealth mode

At the option board, choose the **female** driver with the **short blond hair** and pick the **green car**. With the car box highlighted, hold **OPTION 1** and press **A**. The car should change to an all-black design. Now start the game (preferably a multiplayer ComLynx session) and your opponents won't be able to see your vehicle—it's completely invisible.

If you press **OPTION 2** to exit your vehicle, you *will* be seen...and you'll have a hard time trying to find your own car if you want to get back in.

Super Car

At the option board, choose Biff (the **blond surfer dude**) and pick the **tan car**. With the car box highlighted, hold **OPTION 1** and press **A**. The car should change to a red color with a black top. You now have a super-powered vehicle with rapid-fire and unlimited ammo for all weapons.

CHECKERED FLAG

Cruise Control

Drive your car up to sixth gear and hold down the **A** button to keep your speed constant at 179 miles per hour. Shift to seventh gear, then quickly shift back down to sixth. If you do it quickly, the speedometer will read 180 m.p.h. but you'll still be in sixth gear. Now you can let go of the **A** button and you will continue to drive at 180 m.p.h.

CRYSTAL MINES II

Secret Level

Enter the password ZERO to access a secret level that's loaded with bonus items. Make sure you don't miss the hidden bonus chambers—and be careful which blocks you push.

Level Skip

Enter the password KIMI, but don't press the **A** button to start the

game. Instead, hold down the **OPTION 1** and **OPTION 2** buttons and press **B**. You'll hear a sound like a machine gun and you'll see the first level ("Down in the Dirt") appear on the screen. Press **A** to skip ahead to the next level, or press **B** to move back through the list. When you see the level you want to play, press any direction on the D-pad to start the game.

HOCKEY

Secret Team

Enter the password "**BATS XPEB**"—when you input the final letter, the "X" will change to a red heart. Press **A** while the word "OK" is highlighted, and a mysterious limerick appears on the screen. Next, press **A** and choose a game. Now all of the teams have different uniform colors, and there's a new team in the Group D division called the Bats. The Bats are ranked at "Great" in every category, making them the most powerful team available.

POWER FACTOR

Invincibility Code

During the game, call up the "bomb parts" screen by pressing **OPTION 2** when not standing next to a monitor. Next, press **Up**, **Right**, **Up**, **Left**, **Down**; you'll hear a buzzing signal to indicate that you've triggered the game's invincible mode. Perform the trick again if you want to turn off the invincible mode.

Weapon Power-Up

During the game, call up the weapon screen by pressing **OPTION 2** twice when not standing next to a monitor. Press **Down**, **Down**, **Down**, **Down**, **Right**, **Up**, **OPTION 2**; you'll get a full supply of every weapon. Repeat the code when you need a weapon recharge.

Stage Select

View the map screen by pressing **OPTION 2** while standing next to a monitor. Next, press **Down**, **Up**, **Up**, **Up**, **Up**, **Up**, **Right**; you'll hear a buzzing signal to confirm the code. Now you can pick a level by pressing **Up** or **Down** on the directional pad; the number in the lower-right corner of the screen shows which stage you've picked. Pressing **Up** and **Down** also toggles the score between "00000" and "00128"; "00000" puts you at the beginning of the chosen stage, and "00128" takes you to the end of the stage. When you've finished setting the stage numbers, press **OPTION 2** to warp there.

SWITCHBLADE II

Super Cheats

At the *Switchblade II* title screen, quickly rotate the D-pad in a **clockwise** motion, starting with the **Up** position. If you go around several times, you'll see a white flash in the background. After the first flash, press **Up** repeatedly until the flashing stops; you should see a total of four flashes.

The first flash activates a stage-skip option, which you can use at any time during the game: Just press **PAUSE**, then hit **B** to warp to the beginning of the next stage. The second flash gives you infinite energy, the third flash grants unlimited ammo, and the fourth flash gives you unlimited credits in the weapon shops.

TODD'S ADVENTURES IN SLIME WORLD

Invincibility Code

At the title screen, press and hold **OPTION 2**, then press and hold **OPTION 1**. Now point the D-pad diagonally in the **Up/Right** position, then release all of the buttons at once. (Press **OPTION 2** to turn the music back on if you like.) Now start the game—you're invincible.

TOKI

Freak Out Mode and Hidden Picture

To enter Toki's "freak-out mode," press **Up** and **OPTION 1** before the title screen appears and hold them down through the entire demo sequence. If you hold **Up** and **OPTION 1** during the entire "Continue" countdown at the end of the game, you'll see a small white speck in the middle of a black screen. If you press the control pad and **A** and **B** buttons rapidly, the spot will slowly inflate like a balloon, revealing itself to be a digitized photo of the game's programmers.

BURNING SOLDIER

Cheat Menu

You need two controllers for this cheat. At the Option menu—the one that says “Music Volume, Player Mode”, etc.—press **L+R+C+X+Right** on Controller 2 all at the same time. The Debug menu offers tons of cool options: Enemy Missile (“None” means the enemies don’t shoot at you), Always Boss Clear (“Yes” means you automatically defeat each boss), Data Stream Jump (“Exist” means that you can skip between the different stages in each area by pressing **L** or **R** on Controller 2), Area Select Menu (a Stage Select), Four Player Mode (which gives you four cursors on the screen so four players can shoot enemies together) and others.

DEMOLITION MAN

Blood Code

At the title screen, hold the **R** button and rotate the D-pad clockwise until seven splashes of blood appear on the screen. Now you can see blood in the game when you shoot somebody.

Stage Select

Pause the game on any level, then press **L, A, Up, Down, R, Up**. The passcode box on the paused screen will change to read “#PWR” to indicate that the code is in place. Next, while the game is still paused, press and hold the **B** button to get the level-select to appear in the password box. While holding **B**, press **Up** or **Down** to choose a stage, then release **B** to warp there. Check out the bonus VRGN levels that do not appear in the game; they take place in the offices of Virgin Games. Other choices at the stage-select menu include:

GMOVER—see the FMV footage for a losing game

GMWNNR—see the “good” ending

SCORS—high-score screen

CRDTS—see the end-game credits

LSTNG#BTH—the game’s sound test menu

LOGOS—reset the machine

FIFA INTERNATIONAL SOCCER

Cheat Codes

Each of the following codes should be entered with the **A, B, C, L** and **R** buttons while the game is paused; a message will appear to confirm each one. To deactivate a certain code, just enter it again:

Invisible Walls: **A, B, B, A, C, A, B, A, B, B, A**

Crazy Bounce: **L, A, B, A, R, R, A, A, C, C, A**

Laser Ball: **L, A, C, R, B, A, L, L**

Giant Player: **B, A, B, A, R, B, A, B, B, A, R**

Big Ball: **B, C, B, A, L, L, A, B, A, L, L**

Metallic Men: **B, A, R, C, L, B, A, B, B, A**

Beefcake Mode (shirtless players): **R, A, L, B, A, C, L, A, B, A**

Radical Curve: **C, A, R, C, A, B, R, A, B, B, L**

Brute Mode: **R, A, B, B, A, C, L, L, B, A, C, L**

Hot Potato: **C, R, A, B, B, R, K, A, B, A, B, B, R**

GUARDIAN WAR

Cheat Menu

Start a new game, or load a saved game. When the menu screen (with various locations and flapping flags) appears, press the **L, R**, and **C** buttons one after another. The flags should stop flapping. Now press **Up, Down, Left, Right** and a Japanese-text menu appears. Here’s what each of the 14 options does, from top to bottom:

• **Load Game:** Load a saved game or start a new game.

• **Equip:** Examine and equip characters, similar to the Equipment option on the regular menu.

• **Shop:** Enter a shop where you can buy and sell EVERY item, piece of equipment and body in the game.

• **Gems +10000:** Increases your Gem total by 10,000. Can be used repeatedly to give yourself loads of dough.

• **No Battles:** Prevents enemies from attacking you, although you can’t attack them either. Can be toggled on and off.

• **Coordinates:** Shows you X and Y coordinates of your location when in a location, and also your “coordinates” on the main map. Can be toggled on and off.

• **Free Movement:** You can walk to (almost) any location on the map without clearing previous locations of enemies. Can be toggled on and off.

• **All Attacks:** You can use all weapon and magic attacks during battle by choosing from a massive menu. Can be toggled on and off.

• **God Mode:** You don’t lose any HP or MP during battle. Can be toggled on and off.

• **Map Detail:** Gives you a mind-numbing amount of detail when examining the map of a location.

• **???:** Unknown.

• **???:** Unknown.

• **Basic +1:** Increases the basic level of the currently selected Golem by 1.

• **Class +1:** Increases the class level of the currently selected body or sub-body by 1.

THE HORDE

Cheat Codes

The cheat mode works by spelling out words with the 3DO controller. There are six letters: **U** (**Up** on the control pad), **D** (**Down**), **L** (**Left**), **R** (**Right**), **O** (**Button A**) and **T** (**Button B**).

To enter the cheat mode, start the game, then hold **Up** on the control pad and hold down the **A** and **B** button before pausing the game. While paused, spell out one of the following words, then unpause to activate the cheat.

DOLLDOOR (**Down, A, Left, Left, Down, A, A, Right**): You immediately finish the current habitat and return to the castle.

LOOTLORD (**Left, A, A, B, Left, A, Right, Down**): You immediately receive 30,000 Crowns, the maximum amount of loot you can have in the game. Use this cheat whenever you run low on money.

LOUDTOOT (**Left, A, Up, Down, B, A, A, B**): The entire map of the current habitat is revealed. Normally, the map is revealed slowly over a period of several years (in game time, silly).

ODDROD (**A, Down, Down, Right, A, Down**): This cheat allows you to continue playing even if the entire village is destroyed, something that normally ends the game immediately.

ROLLOUT (**Right, A, Left, Left, A, Up, B**): Watch all of the full-motion video sequences in the game, one after another. Press any button on the controller to skip the current scene and watch the next.

TROLLDROOL (**B, Right, A, Left, Left, Down, Right, A, A, Left**): All items and weapons in the game become available for purchase. Normally, many items and weapons don’t become available until you reach the later habitats.

TROT (**B, Right, A, B**): Chauncey runs around the map twice as fast as normal, as if he’s using the Boots of Boogie. If Chauncey uses the Boots in combination with this cheat, he runs around the map FOUR times as fast.

TURDODOR (**B, Up, Right, Down, A, Down, A, Right**): Chauncey becomes invulnerable to damage.

JAMMIT

Special Passwords

Use the following passwords with Roxy to access different options:

DKRBNSN: 2 Hot

STPKRNR: Poison

SSNHYDN: Frenzy

JNFRBCN: In 2 it

LRNCHLS: Sweat

PLWRHDS: Slams Only

STWSPKN: Cutthroat

BBSKNNR: Boss

JOHN MADDEN FOOTBALL

Giant and Midget Refs

While playing, pause the game and press **Right, Down, Left, Up, Right, Down**. You’ll hear the referee’s whistle blow, signaling his newfound physique. When you continue the game, you’ll find that the ref has become a giant!

To make the referee small, pause the game and press **Left, Down,**

Right, Up, Left, Down, Right. When you hear the whistle, you'll have a midget ref.

MAD DOG MCCREE

Pause/Continue Trick

If you get shot by a bad guy, *quickly* press the **PLAY** button, then click on the **CONTINUE** option. You'll reenter the game at a point just before the bad guy who shot you.

OFF-WORLD INTERCEPTOR

Extra Spending Money

Go to the **OPTIONS** screen and highlight "CONTROLS". Now press **A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, L** (that's **ABC** six times, then the **L** button.) You'll hear a whirring sound to indicate you've entered the code correctly.. Now start the game in either Story or Arcade mode, and you'll find that you have tons of extra money to buy weapons, armor and power-ups.

OUT OF THIS WORLD

Secret Game

Go to the Password screen and enter the code **BRGR**. Press "OK" and you'll go to a *Breakout*-style game called *Stalactites*. Press **A** to start the game and position the paddle beneath the stalactites to send them back into the ceiling.

Weird Screen

During the *Out of This World* demo sequence—the one with the guy and the car—hold the **L** and **R** buttons on top of the controller. Keep holding them through the "Start Game/Password" screen and a secret screen will come up with a cartoon drawing of a guy getting his head chopped off.

SHADOW: WAR OF SUCCESSION

Cheat Mode

At the difficulty selection screen, press **Down, Down, Left, Right, Up, Up** on Controller 1. This turns on the cheat mode. During a match, press the **L** button to instantly kill your opponent. That'll show 'em.

SHOCK WAVE

Cheat Mode

Pause the game and press **B, A, C, C, A, A**. This gives you access to the game's cheat mode. With this code in place, try the following tricks:

Super Laser

Pause the game, press **C, A, A, B, A, C, A**, then unpause.

Smart Bomb (once per mission)

Pause the game, press **A, C, A, B, A, A, C, A, A, A**, then unpause.

Super Fast-Reloading Nukes (once per mission)

Pause the game, press **C, A, A, B, A**, then unpause.

Invincibility (once per game)

Pause the game, press **A, B, A, C, A, A, B, A**, then unpause.

Funny Messages

Try **B, A, C, A, C, A** or **B, A, B** for weird cockpit messages.

STELLAR 7: DRAXON'S REVENGE

Infinite Energy & Power-Ups

Enter the following code at the main menu with the **L** and **R** buttons on top of Controller 1: **L, R, R, L, R, L, L, L, L, L, L, L, R, L, L, L, L, L, R, L, L, L, R**. You'll see the *Stellar 7* insignia change to "Wimpy 7" as the word "CHEATER" appears briefly over Draxon's face. Now when you start the game, you can press the **L** button to refill your energy at any time and press **R** whenever you need to replenish your supplies.

SUPER WING COMMANDER

Debug Menu

At the Lounge screen, hold **X** and press **B, B, C, C, A, A**. You should hear a sound. Now release **X**, press and hold the **L** and **R** buttons and press **P**. A debug menu will appear with options that allow you to

change the game's sound levels, watch all of the FMV clips or set system flags. Set **KILLABLE** to "False" and you can't die. Set **BANGABLE** to "False" and you can't run into other ships. Set **PICKER ACCESS** to "True", then return to the Lounge and cycle through the options until you hear "Choose Campaign" or "Choose Mission", allowing you to play any stage. Set **FINGER OF DEATH** to "True" and you can destroy any target instantly during battle by holding the **L** and **R** buttons and pressing **B**. Be sure you have a ship targeted when you do this or you will destroy every ship in range, including your wingmen or even the Tiger's Claw itself!

TOTAL ECLIPSE

Stage Select

Go to the **Options** screen and select the "Quit/Previews" box. When you're there, hold the **X** (Stop) button down and press **B, L, A**, then release **X** and press **B, L, A, B, L, A**. If you do the cheat correctly, you'll hear the sound of a blast door opening, and the Crystal Dynamics logo will appear in the Options box along with the Stage Select.

WAY OF THE WARRIOR

Boss Codes

Go to the **NAMES** option on the main menu and enter the name "A GAVIN" (with a space between A and GAVIN) and the birthday JUN 11 1970. Now at the character-select screen in Versus Mode, you can choose Kull by moving the cursor to Crimson Glory and pressing **Right**. To play as other boss characters in Versus Mode, follow these same instructions with the following names and dates:

- High Abbot—"J RUBIN" JAN 6 1970
- Voodoo—"EVIL" JUN 6 1966
- Major Trouble—"BAD BOY" FEB 4 1908
- Black Dragon—"WYVERN" MAR 9 1927
- Gulab Jamun—"GULAB" FEB 29 1900

Psychedelic World

Go to the **NAMES** option on the main menu and enter the name "PARANOID" and the birthday MAY 5 1975. Now go to the **ARENA** option where you'll find a new stage called "Cave". In this background, every frame of your character's animation will remain on the screen as you move, which makes for some freaky effects.

Secret Background

Go to the **NAMES** option and enter the name "TAJ MAHAL" and the birthday JAN 1 1901. Now go to the **ARENA** option where you'll find a new secret stage called "Garden".

Speed Code

Go to the **NAMES** option and enter the name "SPEED" and the birthday AUG 8 1980. Now go to the **ARENA** option and select "Cave"; you'll fight in another new area where the action is twice as fast.

Tug of War Mode

Go to the **NAMES** option and enter the name "TUGAWAR" and the birthday APR 16 1964. Now go to the **ARENA** option and select "Cave"; you'll be fighting in an alley stage with a single tug-of-war energy bar.

Hidden Space War Game

Select the two-player "VS" mode. The player on the right should select a character, point the D-pad diagonally in the **Down/Right** position and also hold the **A, B, C** and **START** buttons. The left player should choose a character, point the D-pad diagonally in the **Up/Left** position and also hold the **L, R** and **START** buttons. You'll enter a hidden *Space War* game that allows up to four players to participate simultaneously.

4-Player Space Battle Game

Select the two-player "VS" mode at the options screen.. The player on the right should select a character and hold **Down/Right, A, B, C** and **START**. The player on the left must hold **Up/Left, L, R** and then hit **START**.

THE ADDAMS FAMILY*Start with 80 Lives*

In the graveyard at the beginning of the game, you'll hear Gomez say, "Tully, my good man, how about playing a round of golf?" While he's talking, press **Up, Up, Right, Down, Left, Up**. You'll start the game with 79 lives in reserve.

AERO BLASTERS*Extra Credits*

Press **Right, SELECT, Right, SELECT, Right, SELECT** at the title screen. Press **Up** or **Down** to change the number of continues, from zero to nine.

Sound Test

Press **Right, SELECT, Right, SELECT, Right, SELECT, SELECT** at the title screen. The sound test menu will appear.

Stage Select

At the title screen, press **Right, SELECT, Right, SELECT, Right, SELECT, SELECT**, then press **I** ten times, then press **SELECT, SELECT, RUN**. You'll start the game on Phase 2. To start on Phase 3, use the same code but press the **I** button eleven times instead of ten; to start at Phase 4, press **I** twelve times, and so on.

BATTLE ROYALE*Re-Enter Ring Code*

When you are outside the ring, press **I, Up, Down, Left, Right, II, Up, Down, Left, Right, II, Up, Down, Left, Right, II**. Your wristbands will turn green and you will be warped to the center of the ring.

Sound Test

At the Wrestler Central screen, press **Left, Down, Right, Up** and repeat the code four times.

Championship Rematch

When you see the screen that tells you that the next match is the championship match, press **SELECT, Up, Up, Right, Right, Left, Left, II, I**. This will allow you to continue in the championship match if you lose.

BLAZING LAZERS*Warp to Ending*

If you own a TurboStick controller, you can warp directly to the ending sequence of this classic shoot-'em-up. As soon as the title screen starts to appear, simply press the **SLOW** button to activate the controller's slow-motion feature. Be prepared to press the button again as soon as the ending appears, because slow-motion will take you out of the ending sequence, too.

BOMBERMAN*Cheat Menu*

To access a stage-select and power-up configuration menu, play a one-player game until you have a score of 300 points. Next, end the game by blowing yourself up with bombs or by running into enemies. The "HI" indicator in the upper right corner of the screen must read "300" when you lose your last life. Choose "END" from the "Game Over" screen, and the title sequence will reappear.

Wait for the game to display one round of action in the "Demo" mode; then, when the clouds appear on the screen before the *Bomberman* title comes up, point the D-pad **Down** and hold it there while you press and hold **SELECT, I** and **II**—you must do this before the *Bomberman* title unfolds on the screen. When the full title and "Game Start" menu appear, continue to hold those buttons down and press **RUN**. When the introduction sequence begins, press **RUN** again while continuing to hold **Down, SELECT, I** and **II**. A "Special Select Room" menu will appear, giving you the power to start the game on any stage, adjust the number and range of your bombs and grant yourself power-ups.

Sound Test

Choose the "Password" option from the title screen and enter "BOM-SOUND" as the password. You'll hear a bomb sound (duh!), then enter the password "MFWJQYY" for the sound menu.

BONK'S REVENGE*Play Bonus Stages*

At the "mode select" screen, hold button **II** and press **RUN** to enter the bonus stage-select menu.

See the Ending

At the bonus stage-select menu, move the smiley-face cursor to "EXIT," then press **II** and **RUN** at the same time and hold both buttons down for a moment. You'll get to watch the computer draw a large picture of Bonk while it plays the "PC Genjin Theme Song."

BONK 3: BONK'S BIG ADVENTURE*Super Cheat Menu*

At the "Mode Select" screen, with the heart next to the word "Quit", hold the D-pad diagonally in the **Down/Left** position and hold the **I** and **II** buttons. Press **RUN** while holding those buttons down, and you'll be sent to a cheat menu that gives you the power to adjust Bonk's speed and jumping ability. You can also use the sound test or pick your starting stage.

CADASH*Password Trick*

If you enter your name as TORU, you'll start the game in the cave just past the first "boss" character with an experience level of 20, the highest possible. This trick also works in a two-player game; just give both characters the same name.

CHAMPIONS FOREVER BOXING*Passwords*

These passwords cover all 15 career years, giving you a record of 14-0 (15-0 if you defeat Ken Norton in 1982) with one knockout:

1968 (George Foreman): no password
 1969 (Ken Norton): **WMQQ8LQMV7NX**
 1970 (George Foreman): **T4Q8QLVQV7NL**
 1971 (Joe Frazier): **JMQKK—VMV77N**
 1972 (George Foreman): **W!Q7.P8QF748**
 1973 (Joe Frazier): **SKQN.V8MF7L4**
 1974 (Muhammad Ali): **LRQR8P.QF7F2**
 1975 (George Foreman): **LMQ!KS.MF7—Q**
 1976 (Joe Frazier): **LJVSCJKQF7F2**
 1977 (Ken Norton): **G7VD.—KMF7.F**
 1978 (Joe Frazier): **M!88VPCQF7—C**
 1979 (Larry Holmes): **7M89S!CMF7.X**
 1980 (Ken Norton): **N7.NX!SQF7T.**
 1981 (Joe Frazier): **DJK4SKSMF7KX**
 1982 (Ken Norton): **R!CDXJXQF7—8**

All fights are for the heavyweight championship.

CHASE H.Q.*Stage Skip*

At the title screen, press **Right, I, Left, II, Up, SELECT, Down, SELECT**. You should hear an odd chime when you've completed the sequence. Start the game with that code in place, and you will be able to exit from any stage by holding the D-pad diagonally in the **Upper/Right** position and pressing **I, II** and **SELECT** at the same time. Repeat the process at each successive stage to skip through the entire game.

Sound Test

At the title screen, press **Left, Right, I, II, Down, SELECT, Up, SELECT**. Press any direction on the D-pad and a two-digit sound code will appear at the bottom of the screen. Use the D-pad to change the sounds, press **I** to listen to the current sound or **II** to reset the code to zero.

COSMIC FANTASY 2*Hidden Debug Menu*

Press **RUN** at the "TurboGrafx CD" screen to begin loading the game. When the screen says "Just a moment..." hold **SELECT, RUN**, and **Left**. Continue to hold these buttons down and you'll get a cheat menu to view the intermissions and access a sound test.

COTTON*Stage Select*

Press **SELECT** at the title screen to bring up the standard option screen, then highlight the word "EXIT". Next, press the following buttons in order: **Down, II, II, Left, I, Right, SELECT**. You'll hear a chime, the letters in the background will change to **red** and a stage-select option will appear. Note that if you choose a starting stage other than the first one, your "continue" credits will be reduced.

DEAD MOON*Stage Select/Sound Test*

At the title screen, point the D-pad diagonally in the **Down/Left** position and hold it there, hold the **A** and **B** buttons and press **RUN**.

EXILE*Hidden Debug/Sound Menu*

Press **Up, Up, Down, Down, Right, Left, Right, Left, II** and **I** at the title screen. Choose "Visual" to view any of the game's introduction, intermission or ending scenes, or select "Music" to listen to any of 20 dramatic tunes from the CD.

EXILE: WICKED PHENOMENON*"Visual Viewer" Mode*

At the title screen, press and hold **SELECT, II** and **Down** on the D-pad; then, while continuing to hold those buttons down, press and hold **RUN**. (If you get the "Not enough backup RAM" message, just release the **RUN** button and press and hold it again; you must continue to hold the other three buttons down during this process.) You'll be sent to a hidden "Exile 2 Visual Viewer" menu, which allows you to check out the game's animated intermission and ending sequences.

FORGOTTEN WORLDS*Two-Player Mode*

If you hold down the **I** and **II** buttons and press **RUN** when the title screen reads "Push Run Button," you'll be able to choose the "mix play" option. In this mode, player one controls the main character and player two controls the "satellite" weapon. Use the **I** and **II** buttons to rotate the satellite, and press any direction on the D-pad to fire.

GATE OF THUNDER THREE-IN-ONE SUPER CD*Hidden Game*

At the title screen, press **Up, Right, Down, Left** and **II**. You'll hear a chime, and you'll be sent to a hidden *fourth* game, the classic TG-16 version of Hudson Soft's *Bomberman*.

IMPOSSAMOLE*Passwords*

WIIBYG5KGL8T—The Orient complete, three lives remaining
IPSSYI5G28GB—Bermuda Triangle complete, five lives remaining
JKBQYG5BGCNW—Bermuda Triangle complete, six lives remaining
GYTIYP592GGY—Iceland complete, one life remaining
9M2HYP5KG29V—Amazon Jungle complete, three lives remaining

IT CAME FROM THE DESERT*Floating Trick*

When Buzz is threatened by a giant ant or an Antdroid, press the **II** button to make him jump over his enemy and press the **RUN** button to pause the game when he's in the middle of the jump. Now press the **RUN** button repeatedly and Buzz will slowly float through the air, passing over all the enemy creatures all the way to the end of the tunnel. When you reach a doorway and you're ready to come down, just press **I** or **II** and the game will continue normally.

Antdroid Cheat Menu

When any "antdroid" scene appears, point the D-pad diagonally in the **Up/Right** position and hold the **I, II** and **SELECT** buttons. The screen will go blank for a few seconds, then the "Antdroid Game Menu Selection" will appear. You can change the difficulty level from this menu, and you'll also be able to pick which of the game's char-

acters will be gnawed on by the ants. Choose the last name on the list to see John Botti—the designer of the "antdroid game"—and watch the ants chew off his T-shirt.

Practice Arcade Sequences

To practice the arcade sequences in the game—including the above-mentioned "antdroid" scene—just press the controller buttons as shown below while the "TurboGrafx-CD" title screen reads "JUST A MOMENT..." and hold them down until the indicated scene starts to appear.

- Press and hold **I** for the overhead giant ant scene
- Press and hold **II** for the side-view cave scene
- Press and hold **I** and **II** for the antdroid shoot-'em-up scene
- Press and hold **Left** for the final boss battle
- Press and hold **Up** for the "bad ending" sequence
- Press and hold **Down** for the final game credits

LORDS OF THUNDER*Fight the Boss Characters*

Set up the configuration screen as follows: Level=Hard, Music=01, Sound=01. With the word "Sound" highlighted, hold the **SELECT** button and press **I**. The word "Boss" will appear on the screen, indicating that the boss-only mode has been activated.

Start with 10,000 Coins

Set up the configuration screen as follows: Level=Super, Music=02, Sound=02. With the word "Sound" highlighted, hold the **SELECT** button and press **I**. You'll hear a chime to confirm the code. Start the game and you'll have 10,000 coins to blow on weapons and power-ups.

MAGICAL CHASE*Maximum Crystals*

At the "Difficulty" set-up screen, press **Left, Down, Right, Up, SELECT, SELECT, SELECT, Left, Right, I**. You'll hear a chime to confirm the code. Next, choose a difficulty level, and you'll find that you're starting the game with 65,535 crystals, the most you can carry.

NEW ADVENTURE ISLAND*Stage Select*

At the title screen, press **Left, Left, I, Right, Right, II, Up, Down, Up, Down**. The music will change, and a number will appear in the lower left corner of the screen. Press **Up** or **Down** to change the number, and hit **RUN** to start at that level.

RAIDEN*Extra Power-Ups*

At the continue screen, wait until the countdown reaches zero before pressing **RUN**. When the game continues, you'll get a handful of power-ups to help you get started again.

Hidden Fairies

There are several points in the game where you can shoot at bushes or other elements of the background scenery to find a hidden fairy. Pick up the fairy, and the next time you lose a life she'll appear and sprinkle all of your power-up items in front of you. The fairies are also worth 10,000 points.

SAMURAI-GHOST*Hidden Cheat Menu*

To access a complete configuration menu with stage-select and sound test options in *Samurai-Ghost*, press **Up, Left, Down, Right, II** and **I** at the title screen.

SHADOW OF THE BEAST*Invincibility/Cheat Mode*

After the intro, wait for the demo that shows the Beast running. When the word "BEAST" appears on the screen, press **II, I, I, II**. The number 99 will appear in the corner of the screen to confirm the invincibility code. You'll also be able to skip to different parts of most stages by pressing **SELECT**, then moving around the screen. Note that the "skip" feature does not work in all of the games stages, and it often causes problems that may prohibit you from continuing in the game.

TurboGrafx-16/Duo tips

SHOCKMAN*Energy Refill*

To refill your life meter at any time, press **RUN** to pause the game, then jab the **Left**, **SELECT** and **II** buttons simultaneously. You must tap these three buttons at the same time *as quickly as possible* while the game is paused; if it doesn't work the first time, keep tapping. It's easier to perform if the auto-fire switch above the **II** button is in the lowest (off) position.

SOMER ASSAULT*Black & White Mode*

Start the first stage and press **SELECT** 15 times while the game is in progress. Then press **RUN** to pause the game. While paused, hold **I** and press **Up** to change to "black & white" mode. Repeat the entire trick to change back to a color display.

Easy 1-Ups

During the game, press the **RUN** button 200 times. (200! You could also think of it as pausing and unpausing the game 100 times.) Once you've done that, you'll find that every single enemy in the entire game will turn into a 1-Up icon when shot, making it easy to play through *Somer Assault* with plenty of lives in reserve.

Boss Warp

At the "Input your birthday" screen, hold **Down** and **I** and press **RUN** to warp to the final battle against the fabulous end boss.

Sound Test

At the "Input your birthday" screen, hold **Up** and **I** and tap the **RUN** button. (If you don't hold **RUN** long enough, you won't activate the Easter egg—but if you hold it too long you'll skip the cheat and start the game, so experiment to find the right timing.) You'll enter a "sound test" menu with multicolored Japanese text, where you can sample the music and sound effects from the game.

Flashing Screen

At the Sound Test screen (see above), press **SELECT**, **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **II**, **I**. You'll enter a bizarre screen that flashes the color red, and you can control the brightness and flashing rate by pressing **SELECT** to switch between the two. (IMPORTANT NOTE! Read the epilepsy warning in the instruction manuals of most video games before messing with this trick!)

Hidden Shooter Game

At the flashing screen (see above), press **II**, **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **II**, **I**. You'll find a hidden shoot-'em-up game. Use the D-pad to move your ship; button **II** shoots and button **I** releases a "smart bomb."

SYD MEAD'S TERRAFORMING*Stage Select*

Highlight the "CONFIG" option at the title screen, press the **SELECT** button **seven times** then press **RUN**. The option menu now includes a "STAGE" setting; if you change the number and start the game you'll begin at a higher stage.

Invincibility

Highlight the "CONFIG" option at the title screen, press the **SELECT** button **seven times** then press the **I** button. There will be no indication that the code is in place, but if you exit the option menu by pressing **RUN** and start the game, you'll find that the enemies can no longer hurt you.

TIME CRUISE*Practice Extra Bonus Stages*

Ordinarily, the "Practice" option only allows you to play two of the "Bonus Chance Stages." But if you press **Up**, **Up**, **Down**, **Down**, **II**, **II**, **Right** and **SELECT** while the "Practice Mode" menu is on the screen, you can play *all* of the hidden bonus stages.

Start with 90 Million Points

At the "Option Mode" menu screen, press **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**, **II**, **II**, **II**, **II**, **SELECT**, **SELECT**, and a new menu item, "90,000,000 Start" will appear. Move the cursor down and turn this option on by pressing the **I** button, and you'll be able to start the game with 90,000,000 points.

TURRICAN*Invincibility*

Go to the options screen and move the arrow to "EXIT." Press **I**, **II**, **I**, **II**, **I**, **II**, **I**, **II**, then press **RUN**. You'll get a new menu screen that allows you to select an invincible "CHEAT" mode.

TV SPORTS: FOOTBALL*Super Team*

At the team-select screen, press **II**, **Down**, **Up**, **Down**, **Up**, **Down**, **Up**, **Up**, **Up**, **II**. Now every player on the team you choose will be rated at 15 in all categories.

Cheat Passwords

At the team-select screen, press **II** and **SELECT** to access a password screen. Enter the following passwords to access different cheats:

FIVEMINUTES—Quarters are five minutes long

TENMINUTES—Quarters are ten minutes long

SUPERHANDS—All players on your team get a 15 "Hands" rating

SUPERSPEED—All players on your team get a 15 "Speed" rating

SUPERSTRENGTH—All players on your team get 15 "Strength" rating

SUPERAGILITY—All players on your team get 15 "Agility" rating

THECOOKER—Your fullback can't be tackled

ULTIMATEWIZ—Your team starts with a 28-point lead

GOLDIELOCK—No interceptions and no deflected passes

CORNBREAD—50% chance of a fumble on every tackle

VALIS II*Debug Menu*

At the title screen, press **Up**, **II**, **SELECT**, **II**, **Down** and **RUN** to access a debug menu.

Weapon Select

During the game, hold the **II** button and press **RUN** to pause the game. Next, press **SELECT**, **I**, **II**, **I**, then press **RUN** again to unpaue. The next time you pause the game, you'll be able to choose any special item by pressing **I** or **II**.

VALIS III*Debug Menu/Music Test*

At the title screen, press **II**, **II**, **Left**, **Right**, **Down**, **Up** and **Run**. This brings up the "visual debugger" menu, which allows you to watch any of the game's animated intermissions—just choose any act and press the **I** button. Press **II** and you'll move to the "extra servis" menu, with a music test and a message test.

VASTEEL*Blooper Clip*

Beat the game, then wait for the credits to roll all the way to the final screen with the copyright notice. Continue to wait for another 30 seconds or so and the screen goes black as the CD will play a blooper from the dialogue recording sessions.

YO' BRO*Hidden Room*

Skate up to the building directly above you at the start of the game and toss a bomb at the door that's under the green awning. Once you've blown the door open, you'll find a huge warehouse loaded with power-ups inside—but you'll have to hurry, since the timer only gives you 30 seconds to skate your way around the room gathering goodies.

YS III—WANDERERS FROM YS*Power Password*

To enter the game with 65,535 experience points and gold, enter the password:

ASzz2/DDDDC#C/#C#C#DH

Qgggg/ggf\$\$\$\$/\$\$\$\$?\$\$

\$\$\$\$\$/\$\$\$\$\$/\$\$\$\$\$/

\$\$\$\$O/##

CRUISIN' USA*Extra Cars*

In the garage where you can choose your car, press down on the **Cruisin' View 2** button. You'll find that you can now choose three new vehicles to drive: a School Bus, a Police Car and a Jeep.

DAYTONA USA*Free Credits*

Look for the slot machine that hangs above the road on the **Beginner Track**. As you go around the track, you can stop the wheels of the slot machine by pressing the **START** button. Each time you push the button, you stop one of the wheels on the machine. If you stop all of the wheels and hit the jackpot, you can win free credits to continue your game.

NBA JAM*Special Guest Codes*

Air Morris	WIL	1/1	Scott	TON	7/3
Oursler	SNO	1/3	Howard	HOW	7/15
Rivett	RJR	1/17	Carlton	JMC	8/5
DiVita	SAL	2/1	Hey	JWH	9/20
Turmell	MJT	3/22	Petro	GNP	10/8
Newcomer	JRN	6/18	Goskie	TWG	12/7
Liptak	SL_	6/24			

Secret Power-ups

Enter all codes at the "Tonight's Matchup" screen before the tip-off. Power-Up Defense: Tap **STEAL** or **BLOCK** exactly eight times at the matchup screen.

Big Head: Hold **Up**, **TURBO** and **STEAL** until the tip-off.

Power-Up Intercept: Hold the joystick **DOWN** and hold all three buttons until the tip-off.

Power-Up Offense: Tap **STEAL** or **BLOCK** exactly 21 times at the matchup screen.

Tank Game: Hold the joysticks **DOWN** and hold all three buttons on both sides of the machine.

NBA JAM TOURNAMENT EDITION*Special Guest Codes*

Kinkead	DIE	1/1	Mednick	CMM	7/2
Air Morris	WIL	1/1	Heager	JEH	7/13
Oursler	SNO	1/3	Malone	KRL	7/24
Penacho	MDP	1/13	Skiles	JMS	7/29
Rivett	RJR	1/17	Sharpe	ROG	8/1
Olajuwon	HAK	1/21	Carlton	JMC	8/5
Gentile	JPG	1/23	Ewing	PAT	8/5
Jarvis	EPJ	1/27	Robinson	ROB	8/6
DiVita	SAL	2/1	Martinez	MAM	8/7
Mourning	ZO_	2/8	Gay	RMG	8/11
Olivia	LOR	2/20	Davis	WBD	8/17
Boon	EJB	2/22	Tobias	TOB	8/24
Simpson	JMS	2/22	Beran	SAB	8/29
Webber	WEB	3/1	Lasko	AML	8/31
Turmell	MJT	3/22	Davies	RJD	9/3
Macika	REM	3/26	Hey	JWH	9/20
Pontarelli	VJB	4/11	Pippen	PIP	9/25
Linhoff	JFL	4/16	Forден	DWF	9/28
Wilkins	DOM	4/16	Petro	GNP	10/8
Booty	MVB	4/18	Hoskins	KER	10/10
Thomas	ZEK	4/30	Lowes	JML	11/4
Deal	LTD	4/30	Kamm	VLK	11/9
Barker	PCB	5/9	Heitsch	WMN	11/11
Loffredo	ML_	5/25	Kemp	KMP	11/26
Green	JDG	5/31	Tsui	JYT	11/28
Dillon	JPD	6/3	Brown	DEE	11/29
Newcomer	JRN	6/18	Granner	CG_	12/4
Coleman	DC_	6/21	Goskie	TWG	12/7
Liptak	SL_	6/24	Dabelstein	DOZ	12/31
Vogel	VOG	6/27			

Secret Power-ups

Aside from the "Team Swap" code, each of these tricks should be performed at the "Tonight's Matchup" screen before the tip-off.

Maximum Power: Hold **Down**, **TURBO**, **SHOOT**, **PASS** and **START** until the game begins.

Quick Hands: Hold **Down** and press **SHOOT** five times. After the fifth button press, keep holding **Down** and **SHOOT** until the tip-off.

Baby-Size Players: Hold the joystick in the **Down/Right** position and press **TURBO**, **SHOOT**, **PASS**, **TURBO**, **SHOOT**, **PASS**, **TURBO**, **SHOOT**, **PASS**.

Big Head #1: Hold **Up**, **TURBO**, **PASS** and **SHOOT** until the tip-off.

Huge Head: Hold **Up** and **TURBO** and press the **PASS** button five times. On the fifth press, keep holding **Up**, **TURBO** and **PASS** until the tip-off.

Tournament Mode: Hold **Right** and hold down the **TURBO**, **SHOOT** and **PASS** buttons until the tip-off.

Shot Percentage Indicator: Rotate the joystick 360° and hit the **TURBO**, **SHOOT** and **PASS** buttons simultaneously seven times.

Power-Up Goaltending: Press any button (or combination of buttons) 24 times.

Team Swap: At the "Halftime Substitution" screen, hold the joystick to the **Right** and hold the **PASS** button until the words "TEAM SWAP ENABLED" appear. Now you can use the **PASS** button to switch to a different team; use the **TURBO** button to swap players and press **SHOOT** to enter your selection.

PRIMAL RAGE*Bowling*

To bowl, both players must choose the character Armadon. Do the **Spinning Death** move (hold buttons **1+4** and move the joystick **Away, Toward, Down**) and collide in mid-spin **three times in a row**. A bowling game will pop up, with the humans as pins! Move the joystick to control the path of Armadon.

Volleyball

To play volleyball, play on the Cove stage (the beach with the temples on the sides). When a human rushes out after a combo, swat them into the air. You and your opponent must then hit the human back and forth (at least five or six volleys). Keep batting the little guy around until a volleyball net pops up out of the ground, complete with a referee on a tall chair!

Falling Cows?

One player must choose the character Chaos. When you reach the Ruins stage (with the buildings in the background), set-up a "Sudden Death" situation by having one character win the first match and letting the other character win the next one. Then, let the timer run down to zero without having either player hit the other.

When the timer runs down until it is almost zero in the Sudden Death mode, lay a Fart of Fury into the air using Chaos (hold buttons **2+3** and move the joystick **Down, Toward, Up, Away**). The timer should be between the 1 and 2 "seconds left" mark when you let go. If your timing is perfect and the fart is in the air when the timer expires, you'll see cows falling from the sky instead of the usual shower of bricks.

STREET FIGHTER II*Mystery Numbers*

Watch the game in "demo" mode, and wait for any scene that shows two of the characters fighting. On the second controller (right side) press **Up, Up, Down, Down, Left, Right, Left, Right, STRONG** button, **FIERCE** button. If you've done the trick correctly, you'll see two mysterious rows of numbers on the screen overlaying the action.

SUPER STREET FIGHTER II TURBO*Play As Akuma*

At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu again for four seconds, then hold down **all three Punch buttons** and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.

GAME BOY

MORTAL KOMBAT

Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words **"THE END"** to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words **"ENTER YOUR INITIALS"** appear on the screen.

Next, input your initials and press **A**. When the the high score table appears, press **START**; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

SAMURAI SHODOWN

Secret Shodown Characters

To get three secret characters, press the **Select** button **three times** while Haohmaru is shown in the opening demo.

STAR TREK: THE NEXT GENERATION

Mission Select

Enter the cheat code **"OVERRIDE"** at the password screen. When Picard appears to send you on a mission, you can choose different assignments by pressing **Up** on the D-pad.

SUPER MARIO LAND 2—6 GOLDEN COINS

Play Demo Stages

Gate Zone: Hold **Up** and press **SELECT** at the title screen.

Space Zone: Hold **Up** and **A** and press **SELECT** at the title screen.

Turtle Zone: Hold **Up** and **B** and press **SELECT** at the title screen.

Macro Zone: Hold **Up**, **A** and **B** and press **SELECT** at the title screen.

TRACK MEET

Cheat Passwords

Choose **"NEW GAME"** at the main menu and enter your name as follows:

- Enter the name **SNAKE** to compete against Irwin B. Cheetin.
- Enter **REG RUB** and you'll face off against Jack Strop.
- Enter the name **APPLE II** to change some of the signs in the background to Apple II logos.

NES

BATMAN RETURNS

Stage Select

Enter the password **"Y*31 21 3191 11"** When the screen displays the name of the first stage, press **Left** and **Right** on *Controller 2* to change the starting stage. With this password in place, you can use controller two to skip around and warp to different stages at any time during a game.

CAPCOM'S GOLD MEDAL CHALLENGE

Train Against Computer

To access the two-player training modes in some events, highlight the name of an event and hold the **B** button down. Continue to hold **B** while you press **A** twice to advance to the game. You'll know the trick worked if you see the numeral **"II"** next to the name of your opponent's country at the bottom of the screen.

STAR TREK: THE NEXT GENERATION

Mission Select

Enter the cheat code **"OVERRIDE"** at the password screen. When Picard appears to send you on a mission, you can choose different assignments by pressing **Up** on the D-pad. When you see a mission you like, just start the game.

CD-I

THE 7TH GUEST

Room Select Map

Go to the **Save/Restart** Ouija board and go into the Save password screen. Pick any number, enter the password **BADGER** and press **OK**. You will return back to the **Save/Restart** menu, but you should notice that the four corners of the board are now "hot." This means that the cursor changes into the teeth icon when you move it onto one of the corners. Press any button while you're on one of the corners and you'll find the *7th Guest* room map.

SPACE ACE

Level Select Menu

At the Continue screen that comes up after you have lost the game, put the cursor against the left side of the screen and press **Button 2** (..) four times. Then put the cursor on the right side of the screen and press **Button 2** three times. Finally, go back to the left side of the continue board and press **Button 2** one more time. You've found the level-select cheat map. Put the cursor on any one of the levels and you'll be warped to that level.

NEO-GEO

CROSSED SWORDS

Continue with Items

When you are killed in the one-player game, don't continue the game on Controller 1. Instead, press **START** on Controller 2. (If you only have one controller, just unplug it quickly from port 1 and plug it into port 2.) Continuing as player two, you'll still have all of the items and gold that you had as player one. If you keep switching back and forth between the two controllers, you can continue as many times as you wish.

FATAL FURY SPECIAL

Secret Character!

To play against Ryo Sakazaki from *Art of Fighting* in *Fatal Fury Special*, you have to beat the game at any difficulty level without losing a single round. (If you have a Neo-Geo Memory Card then it's really easy: If you lose a round, simply lose the battle intentionally and continue with the Memory Card. Your perfect record will remain intact.)

Play As Ryo Sakazaki

To choose the secret character as your fighter in a two-player game, you must have the Memory Card and be able to fight Ryo as described above—and beat him. Once you've defeated Ryo, start a new game and choose the saved game in the Memory Card to fight Ryo again. This time you must lose the battle with Ryo; then, when the "Continue" countdown runs out and a fighting demo sequence begins, press **Up, Left, Down, Right, Up, A, Up, Right, Down, Left, Up, C** on Controller 1. You'll hear Ryo's familiar taunt, "Oobida—oobi—da!" to indicate that the code is in place.

Start the game, and you'll find a new menu at the title screen. Be sure to choose the two-player game. At the **"Fighter Selection Screen"** you'll see that both players can now choose to fight as Ryo.

Sound Test

Pause the game and press **A, B, C, D, A**. Now you can hear all of the different grunts, groans and music from the game.

WORLD HEROES

Extra Fireball Power

Everyone knows that the familiar fighting-game "fireball" motion (**↓↘→+A**) will cause Hanzo or Fuuma to throw stars at their opponents. But if you perform the joystick motion *twice* before pressing the **A** button (**↓↘→↓↘→+A**), the character will throw two stars at the same time.

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 You haven't played **NBA JAM TE**TM
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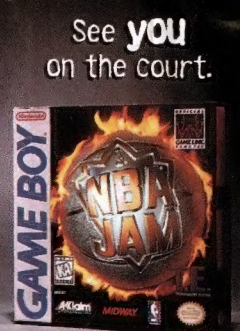
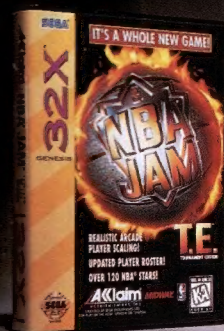
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